

# FRONTEND DEVELOPMENT

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# JAVASCRIPT

- Scripting Language
- Event-Driven
- Untyped

# JAVASCRIPT

- JIT (Just-In-Time) Compiling & Execution
- Everywhere (Web, Server, App)
- V8 Engine (Turbofan & Ignition)



# HELLO WORLD

```
function hi() {  
    console.log('Hello World')  
}
```

# EXAMPLE

```
var a = [1, 2, 3, "String", true]
```

```
a[5] = 1.5
```

```
for (var tmp in a) {  
    console.log(a[tmp])  
}
```

# OBJECTS

```
var a = {  
    'awesome': "yes",  
    still_dre: true,  
}
```

```
(a.awesome == a['awesome']) // True
```



# CLASSES

```
class Foo {  
    static greetingPrefix() {  
        return 'Hello'  
    }  
  
    constructor(name) {  
        this.name = name;  
    }  
  
    greeting() {  
        return Foo.greetingPrefix() + ' ' + this.name;  
    }  
};  
  
console.log(Foo.greetingPrefix());  
  
console.log(new Foo('JS').greeting());
```

# COMMENTS

```
// thisFunctionsIsBad();
```

```
/*  
NastyCode();  
*/
```

```
GoodCode();
```



# STRINGS

```
var a = 'Some text'
var b = "Some more"
var c = `
  Some
  multiline
  text
`

var n = 5
var d = `n = ${n}`
var e = `magic: ${(++n - 2) * 3}`

console.log(a, b, c, d, e)
```