

Functions as Values

We discuss more extensively one of the key features of Javascript, namely that functions are first-class values.

Relevant Links

- Flanagan's book, section 8.4

Notes

- Functions in Javascript are first-class values. This means that they can be used anywhere a value would be used.
- This simple fact has extremely deep consequences. We will start examining them here.
- Here is one example of this: `javascript const ops = { "add": function(a, b) { return a + b; }, "sub": function(a, b) { return a - b; } }`

In this example, the `ops` object contains keys whose values are functions. The function `doOp` uses a string “op” to access the corresponding key, and get back a function. That function is then called on the two values `v1` and `v2`.

- Here is another example, from the `Array` object. We have an array of strings, and we want to print a message for each one. We could do a `for` loop, but here is an alternative: `javascript let arr = [8, 3, 2, 4]; function printIt(v) { console.log("You are looking at:", v); } arr.forEach(printIt);`

So what happens here is that `forEach` expects a function as an argument. It then calls the function once for each element of the array, passing that element as an argument. This form of iteration is something you should get used to, and we will spend some more time going over it in a future segment. We could even enter the function directly, without giving it a name: `javascript [8, 3, 2, 4].forEach(function(v) { console.log("You are looking at:", v); });`

But the thing to take from this is that *you can have a function that takes as argument another function*. These are called **higher-order functions** and they are a cornerstone of what is known as “functional programming”.

- Here is a different example: In this case, our function actually returns a function: `“javascript function makeGreeter(name) { const greeter = function() { console.log("Greetings," + name + "!"); };`

```
    return greeter;
```

```
” } const greet = makeGreeter("John"); greet(); greet(); “
```

So our function `makeGreeter` takes as argument a name string, and returns a function. When that function called, it does a `console.log`. Notice that nothing happens until we actually call `greet`.

Some times when we define a local variable only to immediately return it, it is often customary to skip the “defining” step: javascript function makeGreeter(name) { return function() {

- We will use this idea a lot when we create interactive web pages. We can specify a function to be run when a UI action is taken (e.g. when the user clicks a button or hovers over a button or whatnot).

Practice

1. Write a function `loving` that takes a name string as input, and returns a function. That function takes a language string as input, and *returns* the string "<name> loves <language>". So for instance if `const f = loving('Skiadas');` then `f('Javascript')` would result in the string "Skiadas loves Javascript".
2. Write a function `mapIt` that takes as input a function `f`. It then returns a function that takes as input an array `arr`, and proceeds to create a new array by applying `f` to each element of `arr` and collecting the results.