

# Basics of JS 2

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# Hello!

## My name is Alex Sobolewski

I have been working in IT as a programmer since 2013. My specialization is JavaScript and Java based solutions. I am strong adherent of Clean Code and good design architecture. Currently i am working as Full Stack Engineer. In this course i will guide you through the basics of JS.

# 1. Comparison operators

# Comparison operators

## What are comparison operators?

**Comparison operators** - operators that are used to compare values.

There are following types:

- == equals(by value or ref)
- === strict equals(by type and value)
- != not equals(by value or ref)
- !== not equals(by type and value)
- > greater
- >= greater or equal
- < lesser
- <= lesser or equal

# Comparison operators

## Comparison examples

There are following types:

- `'string' == 'string'`
- `'345' == 345`
- `'Kasia' != 'Kasia'`
- `444 != '444'`
- `5 > 3`
- `11 >= 11`
- `10 < 14`
- `14 <= 14`

# Comparison operators

## Comparison operators pitfalls

The most common pitfall is about equality by value and equality value and type. Consider this:

<code>let num = 123;</code>	<code>let name = undefined;</code>
<code>num == '123' and num == 123;</code>	<code>name == 'undefined'</code>
<code>num === '123' and num === 123;</code>	<code>name === 'undefined'</code>

Strict equality is considered better way, because it avoids ambiguity in the equality.

# Comparison operators

## Comparison operators pitfalls

Another often problem - it is about comparison strings.  
Consider this:

```
'a' > 'b' // false
```

```
'c' > 'a' // true
```

Letters are compared by internal codes. **DO NOT compare strings in such way!**

# Task 1

- 1) Create 8 examples with each comparison operator, so that the result will be true
- 2) Create 8 examples with each comparison operator, so that the result will be false





# Comparison operators

## Summary

- In order to compare values we use predefined comparison operators
- There are 8 comparison operators
- **Remember about strict equality!**
- **Remember about comparison with undefined!**
- **Remember about comparison between strings!**

## 2. Logical operators

# Logical operators

## What are logical operators?

**Logical operators** - operators that are used to reflect logic actions.

There are following types:

- || or
- && and
- ! not

# Logical operators

## Logical operators - examples

- `123 === 321 || 5 === 5 || 1 == 1`
- `'A' === 'A' && 'a' !== 'b' && 'c' !== 'c'`
- `!('a' == 'a') && !('c' === 'c')`

# Logical operators

## OR, AND, negation

As logical expressions are evaluated left to right, they are tested for possible "short-circuit" evaluation using the following rules:

false && (anything) is short-circuit evaluated to false

true || (anything) is short-circuit evaluated to true

If JS finds that obvious evaluation the rest of expression isn't executed!

# Logical operators

## Logical operators pitfalls

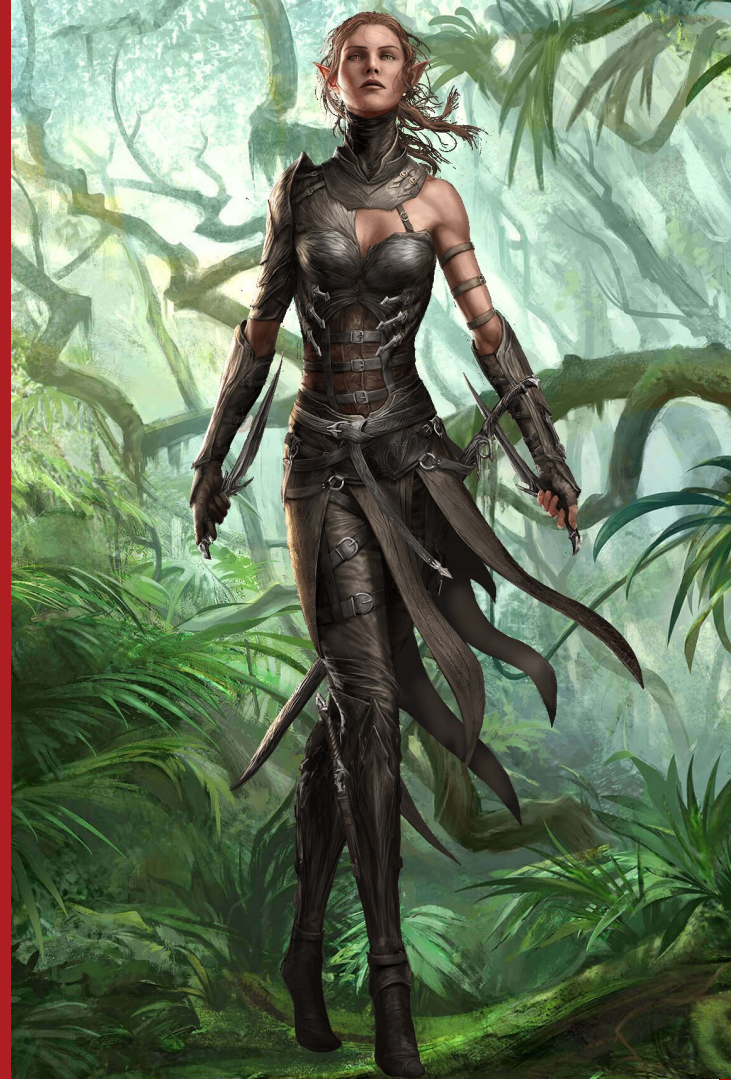
The most common problem is about using not-operators. Humans work bad with not-operators.

Consider this:

```
!((123 !== '123') || (5 !== '5')) && (x === 'name'))
```

## Task 2

- 1) Log 3 statements with true
- 2) Log 3 statements with false
- 3) Mix at least to different operators



# Logical operators

## Summary

- Logical operators are the only way to reflect logic actions
- There are only 3 types of logical operators
- Take care about negation operator - humans work bad with not-operators :)



**3.**

**If-else statements, ternary operator**

# If-else statements, ternary operator

## Statement vs expression

**Statement** is a part of code that performs some actions, like conditional statements. Statement DOES NOT return anything.

**Expressions** are part of code that produces or directly return a value, so expressions can be placed wherever a value is needed.

# If-else statements, ternary operator

## What is if-else statement?

**If-else statement** - statement, evaluates some condition and based on true or false value decides, which logical path to take.

```
if (x === 1 || a !== 3) {  
    ...logical path 1  
} else {  
    ...logical path 2  
}
```

# If-else statements, ternary operator

## What is if-else-if statement?

**If-else-if statement** - statement, evaluates some condition and based on true or false value decides, which logical path to take. However, there can be more than just 2 paths.

```
if (x === 1 || a !== 3) {  
    ...logical path 1  
} else if (z === 'koko') {  
    ...logical path 2  
} else if (x === 5 && a === 'hoho') {  
    ...logical path 3  
}
```

# If-else statements, ternary operator

## What is ternary operator?

**Ternary operator** - statement, that simplifies two-path if-else statement.

```
if (x === 1 || a !== 3) {  
    ...logical path 1  
} else {  
    ...logical path 2  
}
```

**=** `X === 1 || a !== 3 ? ...path 1 : ...path 2`

# If-else statements, ternary operator

## If-else statements pitfalls

The most common pitfall is about breaking if-else-if statements into separate statements. Consider this:

```
if (a === 'a') {  
    ...do smt  
} else if (b === 'b') {  
    ...do smt  
} else {  
    ...do smt  
}
```

```
if (a === 'a') {  
    ...do smt  
}  
  
if (b === 'b') {  
    ...do smt  
}
```

```
if (a !== 'a' && b !== 'b') {  
    ...do smt  
}
```

## Task 3

- 1) Declare two variables.  
Create if-else-if statement, which checks those variables. Each of logical path should log different messages. Make them show every path.
- 2) Rewrite it to ternary shape.



# If-else statements, ternary operator

## Summary

- If-else statements are used for choosing certain logical path of the application.
- Be aware of breaking if-else-if in separate statements
- Ternary operator is the same as if-else, so if you need something short - use ternary.



## 4. Switch statement

# Switch statement

## What is switch statement?

**Switch statement** - alternative solution to many if-else-if-else statements. Each case should be ended by **break** statement.

```
let name = 'Cassandra';  
switch (name) {  
    case 'cassandra': ...code; break;  
    case 'Cassandra': ...code; break;  
    default: ...code; break;  
}
```

# Switch statement

## Switch statement pitfalls

The most common problem with switch is to forget about break.  
Consider this:

```
switch (name) {  
    case 'Kasia': console.log('Kasia');  
    case 'Magda': console.log('Magda');break  
    default: console.log('It is a man');  
}
```

# Switch statement

## Switch statement pitfalls

However, it can be useful, if we want to merge some logical paths. Consider this:

```
switch (transaction) {  
  case 'Card': console.log('card charged');  
  case 'Bank': console.log('bank account charged'); break  
  default: console.log('transaction failed');  
}
```

## Task 4

- 1) Declare a variable.  
Write switch statement, which has 3 logic paths and default path. First logic part should be chosen.
- 2) Change variable so that the second logic path is chosen.
- 3) Change variable so that default path chosen.
- 4) Change the statement, so few logical paths are merged.



# Switch statement

## Summary

- Switch statement could be very convenient, comparing it to if-else-if
- We can exploit logical path merge case
- However, remember that you can be trapped by merging, if you are not careful with breaks.

# 5. Arrays

# Arrays

## What is an array?

**Array** - some amount of same or different values, which are encapsulated in one logical entity.

```
let names = ['Cassandra', 'Kasia', 'Amely'];  
let promoCodes = [ 123, 555, 'swieta-18']  
let namesArray = [['Kasia', 'Ewa'], ['Elison', 'Amy'], ['Karina', 'Zuhra'],  
'Zosia', 777];
```



# Arrays

## Other ways to declare an array

There is really plenty of array declaration approaches.  
Consider this:

```
let names = [];  
let names = ['Kasia', 'Alejna'];  
let names = new Array();  
let names = new Array('Kasia', 'Alejna');
```

# Arrays

## Index and .length

In order to access an item in an array we use **[index]** expression.

```
let names = ['Kasia', 'Ewa'];  
names[0]; // 'Kasia'
```

**.length** - shows amount of element in the array

```
names.length // 2
```

# Arrays

## push(value) and pop()

**.push(value)** is used in order to push an item into the array:

```
let names = [];  
names.push('Kasia');  
names[0] // 'Kasia'
```

**.pop()** is used in order to take the last item from the array and return it.

```
names.pop();  
Names.length; // 0
```

# Arrays

## shift() and unshift()

**.shift()** is used in order to take the first element and return it:

```
let names = ['Bob', 'Jack'];
```

```
console.log(names.shift()); // 'Bob' returned and removed from the array.
```

**.unshift()** is used in order to add some element at the beginning of the array:

```
names.unshift('Jackson', 'Bobson');
```

```
console.log(names); // 'Jackson', 'Bobson', 'Bob'
```

# Arrays

## **slice()** and **indexOf()**

**.slice(start, end)** is used in order to return shallow copy of a portion of an array. It starts from **start** index and ends at **end** index. The end index is not included.

```
let names = ['Kasia', 'Ewa', 'Magda', 'Ada', 'Julia', 'Alejna'];  
names.slice(2, 4); // 'Magda', 'Ada'
```

**.indexOf(value)** returns an index of an item in the array:

```
let names = ['Kasia', 'Ewa'];  
names.indexOf('Ewa') // 1  
names[names.indexOf('Kasia')]; // 'Kasia'
```

# Arrays

## Arrays pitfalls

The most common problem with arrays is about understanding, that an array - it is an object. Objects are passed by reference. You should remember that objects will be compared not by its content, but initial reference. However, its items can point to the same values.

## Task 6

- 1) Create an array with next values Ania, Ewelina, Karina, Elina.
- 2) add Andromeda, Natasha
- 3) get index of Ewelina, store it in separate variable, now add 2 to this index and store
- 4) slice it from stored index to Natasha's index to new array
- 5) unshift new name Shepard
- 6) compare index 3 from initial array to index 1 from new. Should be true.



# Arrays

## Summary

- `[index]` - index expression is crucial for working with arrays.
- `.length`, `.push()` - they shall be remembered and used asap
- `.slice()` - is quite common, we should know about it, if there is no external libs available
- You can declare an array as you want
- Remember about the fact, that arrays are passed by reference



# 6. Loops

# Loops

## What is a loop?

**Loop** - special functionality, which provides convenient way for working with arrays.

There are some types of loops:

- For loop
- Do-while loop
- While-do loop
- Functional loops(described later in the course)

# Loops

## For loop

**For loop** - traditional loop for iterating over an array.

```
let names = [...];
for (let i = 1; i <= 10; i++) {
    if(names[i] === 'Zosia') {
        continue;           continue = skip iteration logic
    }
    ...do smt;
    if(names[i] === 'Kasia') {
        break;               break = break current for loop
    }
}
```

# Loops

## For loop pitfalls

There are few tricks about break. Consider this:

```
let names = ['Andromeda', 'Cassandra', 'Cassiopeia'];
```

```
for(let i = 0; i < names.length; i++) {  
    if(names[i] === 'Andromeda') {  
        ...do smt;  
        break; // otherwise unnecessary iteration are made  
    }  
}
```

# Loops

## Do-while loop

Do-while do something if condition is true. There is no explicit iteration. Do-while loop is not quite often too in modern web programming.

```
do {  
    ..do smt;  
} while (x > 5);
```

Pay attention to the fact, that first expression is executed and only then condition is checked.

# Loops

## While-do loop

While-do do something if condition is true. Same as do-while.  
While-do loop is not quite often too in modern web programming.

```
while (x < 5) {  
    ...do smt;  
}
```

Pay attention to the fact, that first the condition is checked and only then expression is executed.

# Loops

## Do-while, while-do pitfalls

The most common problem about do-while and while-do is about first iteration:

```
do {  
    ...do smt;  
} while( x > 5) // it will do first and only then checks the condition
```

```
while (x > 5) do {  
    ...do smt; // if x is 5 or greater - this statement will never be executed  
}
```

# Loops

## Do-while, while-do pitfalls

The second most common problem about do-while and while-do is about infinity:

```
do {  
    ...do smt;  
} while(true) // it will be working endlessly
```



## Task 7

- 1) Declare an array with numbers from 1 to 35. Use for for it
- 2) Now iterate over the array and for numbers from 1 to 15 log current number and index. Put `console.log('Iteration', i)` at the very end of the for body
- 3) For numbers 16 to 25 do nothing with `continue`.
- 4) For numbers from 25 to 30 check if it can be divided without rest and log those which can.
- 5) Stop iteration if the value equals to 31



# Loops

## Summary

- For loop is most common, though it gives its place to functional approach
- Do while and while do are used seldom in modern web
- Remember about correct breaking of iteration process
- Remember about do while first iteration

# 7. The end