

# JAVASCRIPT DEVELOPMENT

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# HELLO!

1. Pull changes from the `svodnik/JS-SF-15-resources` repo to your computer
2. Open the `09-ajax-apis/starter-code` folder in your code editor

**JAVASCRIPT DEVELOPMENT**

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# **AJAX & ASYNCHRONOUS JAVASCRIPT**

# LEARNING OBJECTIVES

At the end of this class, you will be able to

- Access public APIs and get information back.
- Implement an Ajax request with Fetch.
- Create an Ajax request using jQuery.
- Describe what asynchronous means in relation to JavaScript
- Pass functions as arguments to functions that expect them.
- Write functions that take other functions as arguments.
- Build asynchronous program flow using Fetch

# **AGENDA**

- Ajax using Fetch
- Ajax & jQuery
- Separation of concerns
- Asynchronous code
- Functions as callbacks
- Promises & Fetch

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## AJAX & APIS

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# WEEKLY OVERVIEW

### WEEK 5

Advanced jQuery & APIs / Ajax & asynchronous JS

### WEEK 6

Asynchronous JS & callbacks / Advanced APIs

### WEEK 7

Project 2 lab / Prototypal inheritance

# **EXIT TICKET QUESTIONS**

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# AJAX & ASYNC



# Ajax

# Ajax

**A** synchronous  
**J**avaScript  
**A**nd  
**X**ML **or JSON!**

# Ajax in vanilla JS

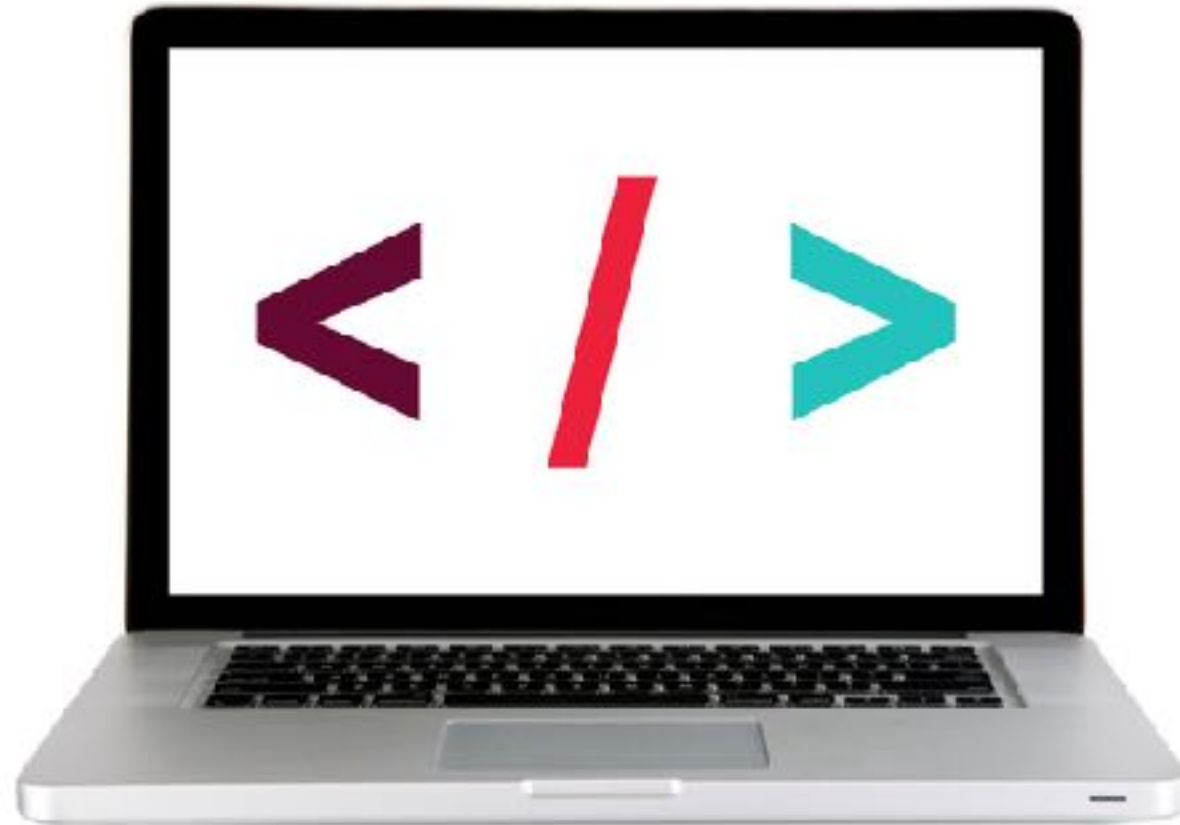
# Fetch = Ajax requests in vanilla JavaScript

```
fetch(url)  
  .then((response) => {  
    // check if request was successful  
  })  
  .then((data) => {  
    // do something with the data  
  });
```

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## LET'S TAKE A CLOSER LOOK

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# EXERCISE – CREATING AN AJAX REQUEST

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## EXERCISE

### LOCATION

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► starter-code > 1-fetch-ajax-exercise

### TIMING

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*5 min*

1. Copy the code from the codealong to the main.js file.
2. Change the URL to the one shown in the instructions.
3. Verify that a new set of results is shown in the console.
4. BONUS: Customize the error message to display the text of the HTTP status message.  
(Hint: look at <https://developer.mozilla.org/en-US/docs/Web/API/Response/statusText>)
5. BONUS: Refactor the code to work with user interaction. In the index.html file there is a "Get Health Data" button. Modify your code so data is only requested and logged to the console after a user clicks the button.

# **jQuery Ajax**

# Using Ajax with jQuery

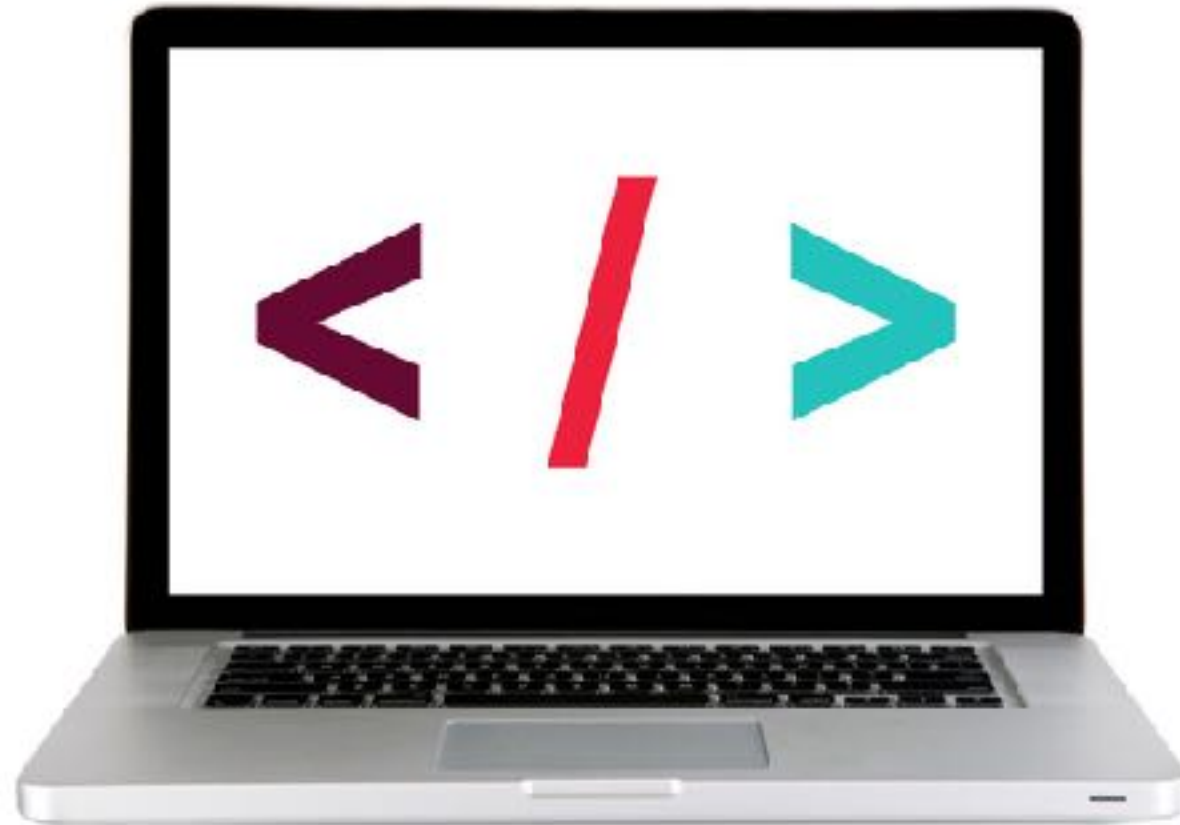
method	description
<code>\$.get()</code>	loads data from a server using an HTTP GET request
<code>\$.ajax()</code>	performs an Ajax request based on parameters you specify



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## LET'S TAKE A CLOSER LOOK

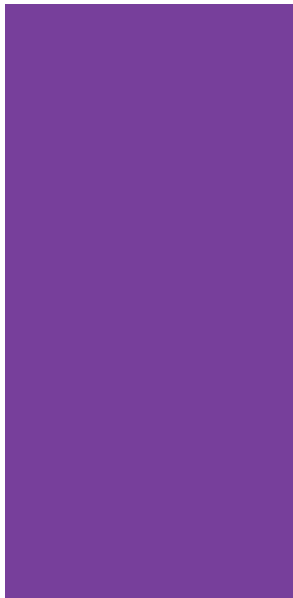
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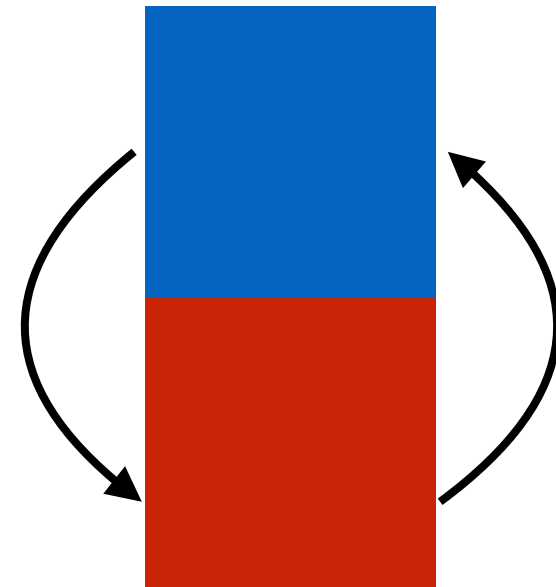
# **Code organization**

## SEPARATION OF CONCERNS

code for data  
and view  
intermingled



code for data



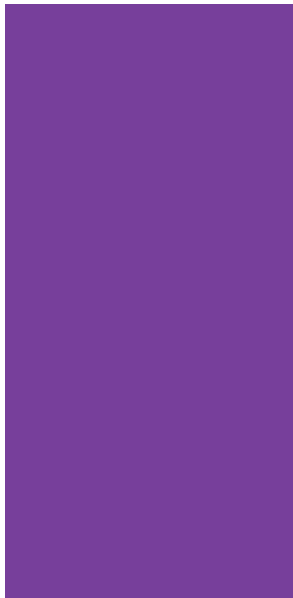
parts of code  
call each  
other, but are  
maintained  
separately

code for view

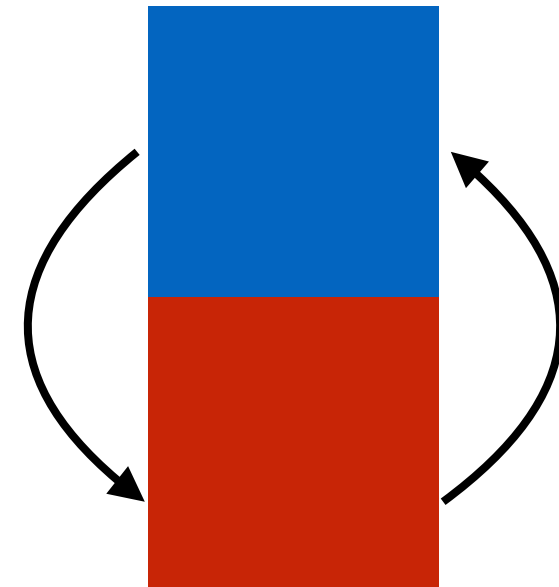


## SEPARATION OF CONCERNS - HTTP

code for client  
and for HTTP  
requests  
intermingled



code for client



code for HTTP

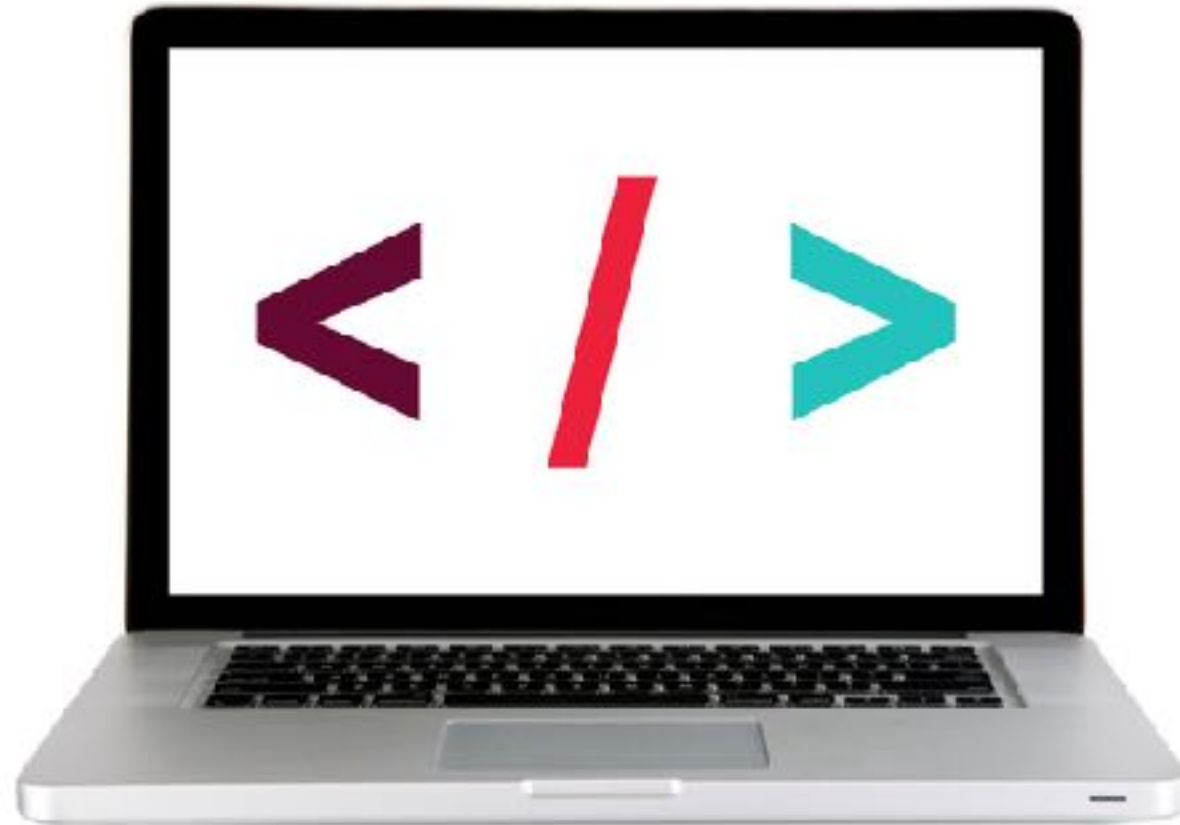
parts of code  
call each  
other, but are  
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## LET'S TAKE A CLOSER LOOK

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# CREATING DRY CODE FOR HTTP REQUESTS

Your app

Web services

Code to get data from  
source #1 and add to view

Code to get data from  
source #2 and add to view

Code for HTTP request

Code for HTTP  
request is separate  
from code for data  
parsing and DOM  
manipulation

Source #1

Source #2



# LAB — JQUERY AJAX

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## **OBJECTIVE**

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- ▶ Create an Ajax request using jQuery or Fetch.

## **LOCATION**

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- ▶ `starter-code > 4-ajax-lab`

## **EXECUTION**

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*45 min*

1. Open `index.html` in your editor and familiarize yourself with the structure and contents of the file.
2. Open `main.js` in your editor and follow the instructions.

# Asynchronous programming



## WHAT WOULD YOU SEE IN THE CONSOLE?

```
let status;
function doSomething() {
  for (let i = 0; i < 1000000000; i++) {
    numberArray.push(i);
  }
  status = "done";
  console.log("First function done");
}
function doAnotherThing() {
  console.log("Second function done");
}
function doSomethingElse() {
  console.log("Third function: " +
status);
}
```

```
doSomething();
doAnotherThing();
doSomethingElse();
```

## WHAT WOULD YOU SEE IN THE CONSOLE?

```
let status;
function doSomething() {
  for (let i = 0; i < 1000000000; i++) {
    numberArray.push(i);
  }
  status = "done";
  console.log("First function done");
}
function doAnotherThing() {
  console.log("Second function done");
}
function doSomethingElse() {
  console.log("Third function: " +
status);
}
```

```
doSomething();
doAnotherThing();
doSomethingElse();
```

```
// result in console
// (after a few seconds):
> "First function done"
> "Second function done"
> "Third function: done"
```

# SYNCHRONOUS CODE

- Statements are executed in order, one after another
- Code blocks program flow to wait for results
- Most JS code is synchronous

# ASYNCHRONOUS CODE

- Code execution is independent of the main program flow
- Statements are executed concurrently
- Program does not block program flow to wait for results
- Certain JS statements are asynchronous by default

[https://en.wikipedia.org/wiki/Asynchrony\\_\(computer\\_programming\)](https://en.wikipedia.org/wiki/Asynchrony_(computer_programming))

# ASYNCHRONOUS PROGRAM FLOW

```
$( 'button' ).on( 'click', doSomething );
```

```
$.get( url, function( data ) {  
    doAnotherThing( data );  
} );
```

```
fetch( url )  
    .then( ( response ) => {  
        if ( response.ok ) {  
            return response.json();  
        } else {  
            console.log( 'There was a problem.' );  
        }  
    } )  
    .then( doSomethingElse( data ) );
```

# **APPROACHES TO ASYNCHRONOUS PROGRAM FLOW**



**CALLBACKS**



**PROMISES**



**ASYNC/  
AWAIT**

# Functions & callbacks

## ASYNCHRONOUS JAVASCRIPT & CALLBACKS

# HOW MANY ARGUMENTS IN THIS CODE?

```
$button.on('click', function() {  
    // your code here  
});
```



# **APPROACHES TO ASYNCHRONOUS PROGRAM FLOW**



**CALLBACKS**



**PROMISES**

# **FUNCTIONS ARE FIRST-CLASS OBJECTS**

- Functions can be used in any part of the code that strings, arrays, or data of any other type can be used
  - store functions as variables
  - pass functions as arguments to other functions
  - return functions from other functions
  - run functions without otherwise assigning them

# **HIGHER-ORDER FUNCTION**

- A function that takes another function as an argument, or that returns a function

# HIGHER-ORDER FUNCTION — EXAMPLE

`setTimeout()`

```
setTimeout(function, delay);
```

where

- `function` is a function (reference or anonymous)
- `delay` is a time in milliseconds to wait before the first argument is called

# SETTIMEOUT WITH ANONYMOUS FUNCTION ARGUMENT

```
setTimeout(() => {  
    console.log("Hello world");  
}, 1000);
```

# SETTIMEOUT WITH NAMED FUNCTION ARGUMENT

```
const helloWorld = () => {  
  console.log("Hello world");  
}  
  
setTimeout(helloWorld, 1000);
```

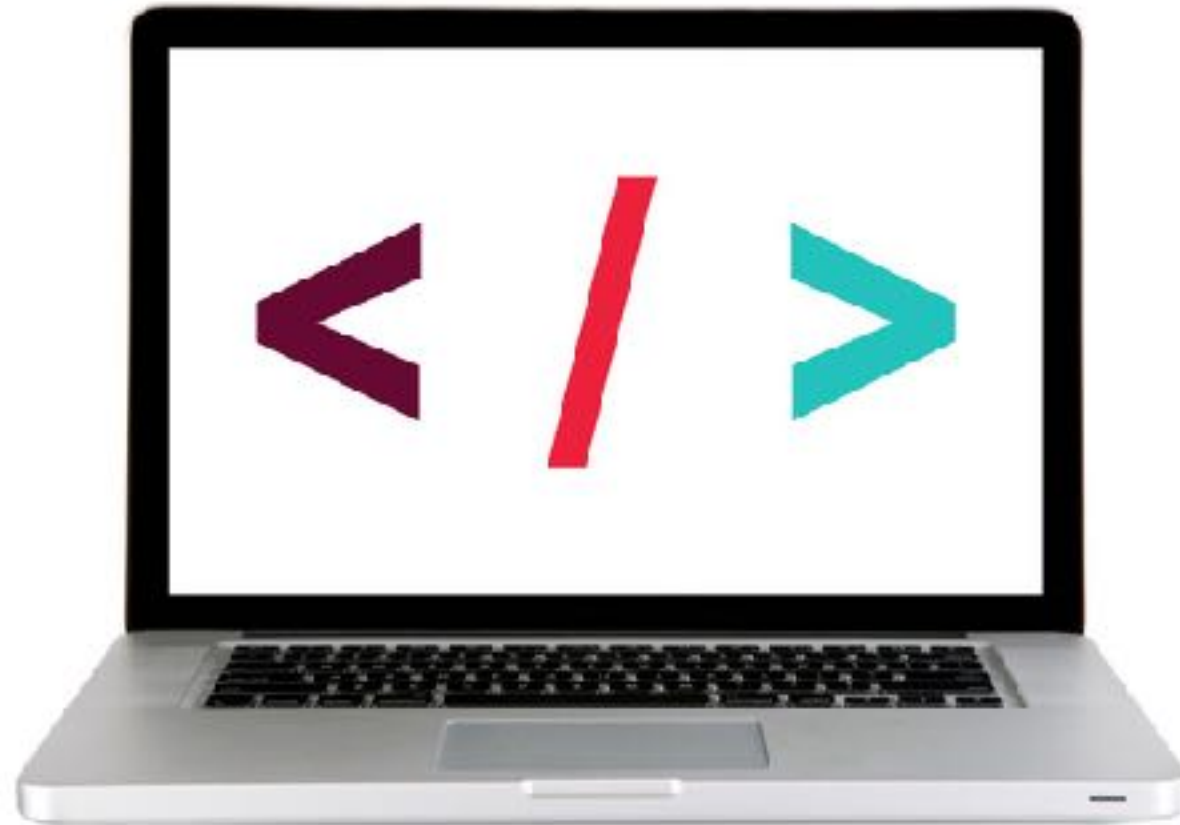
# **CALLBACK**

- A function that is passed to another function as an argument, and that is then called from within the other function
- A callback function can be anonymous (as with `setTimeout()` or `forEach()`) or it can be a reference to a function defined elsewhere

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## LET'S TAKE A CLOSER LOOK

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# EXERCISE – CREATING A CALLBACK FUNCTION

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## EXERCISE

### LOCATION

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► starter-code > 6-callback-exercise

### TIMING

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*20 min*

1. In your editor, open script.js.
2. Follow the instructions to create the add, showAnswer, calcResult, and subtract functions, and to call the calcResult function using the add and subtract functions as callbacks.
3. Test your work in the browser and verify that you get the expected results.
4. BONUS: Update the showAnswer function to change the content of the element with the id value 'operator' to a plus symbol after the user clicks the Add button, or to a minus symbol after the user clicks the Subtract button.

# Promises & Fetch

# **APPROACHES TO ASYNCHRONOUS PROGRAM FLOW**



**CALLBACKS**



**PROMISES**

# PROMISES

traditional callback:

```
doSomething(successCallback, failureCallback);
```

callback using a promise:

```
doSomething()  
  .then((result) => {  
    // work with result  
  })  
  .catch((error) => {  
    // handle error  
  });
```

# MULTIPLE CALLBACKS — TRADITIONAL CODE

```
doSomething((result) => {  
    doSomethingElse(result, (newResult) => {  
        doThirdThing(newResult, (finalResult) => {  
            console.log('Got the final result: ' + finalResult);  
        }, failureCallback);  
    }, failureCallback);  
}, failureCallback);
```

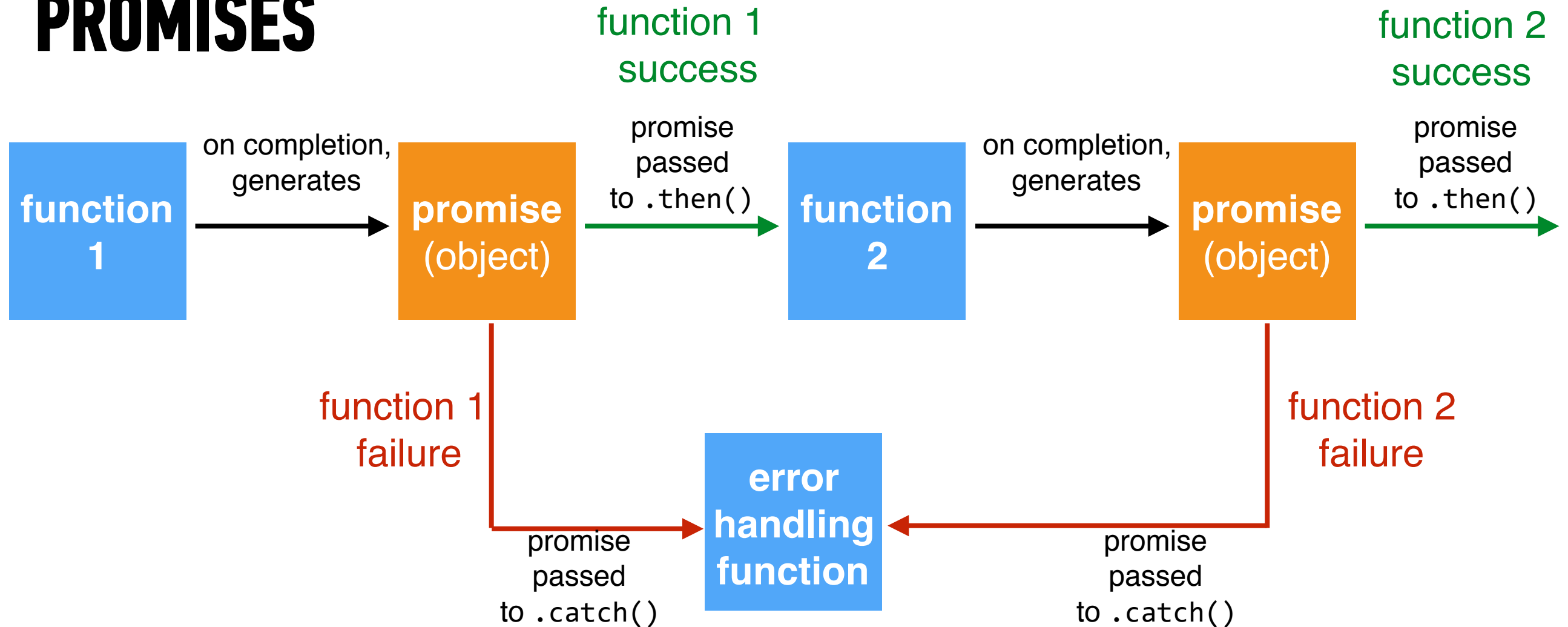
# MULTIPLE CALLBACKS WITH PROMISES

```
doSomething()  
  .then((result) => {  
    return doSomethingElse(result);  
  })  
  .then((newResult) => {  
    return doThirdThing(newResult);  
  })  
  .then((finalResult) => {  
    console.log('Got the final result: ' + finalResult);  
  })  
  .catch((error) => {  
    console.log('There was an error: ' + error);  
  });
```

# ERROR HANDLING WITH PROMISES

```
doSomething()  
  .then((result) => {  
    return doSomethingElse(result);  
  })  
  .then((newResult) => {  
    return doThirdThing(newResult);  
  })  
  .then((finalResult) => {  
    console.log('Got the final result: ' + finalResult);  
  })  
  .catch((error) => {  
    console.log('There was an error: ' + error);  
  });
```

## PROMISES





## FETCH

```
fetch(url)
  .then((response) => {
    if(response.ok) {
      return response.json();
    } else {
      throw 'Network response was not ok.';
    }
  })
  .then((data) => {
    // DOM manipulation
  })
  .catch((error) => {
    // handle lack of data in UI
  });
```

## Fetch

```
fetch(url)
  .then((res) => {
    if(res.ok) {
      return res.json();
    } else {
      throw 'problem';
    }
  })
  .then((data) => {
    // DOM manipulation
  })
  .catch((error) => {
    // handle lack of data in UI
  });
```

## jQuery .get()

```
$.get(url)

.done(function(data) {
  // DOM manipulation
})
.fail(function(error) {
  // handle lack of data in UI
});
```

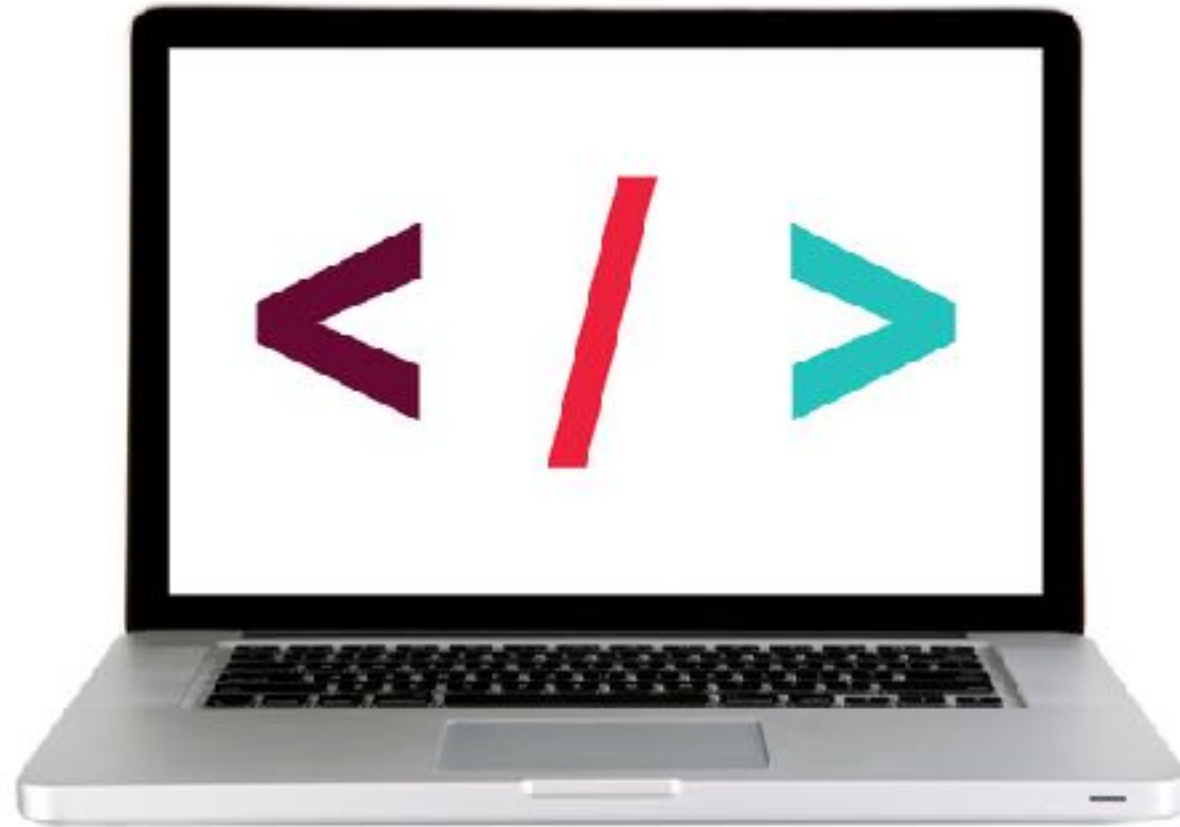
# ERROR HANDLING FOR INITIAL FETCH REQUEST

```
fetch(url)
  .then((response) => {
    if(response.ok) {
      return response.json();
    } else {
      throw 'Network response was not ok.';
    }
  })
  .then((data) => {
    // DOM manipulation
  })
  .catch((error) => {
    // handle lack of data in UI
  });
```

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## LET'S TAKE A CLOSER LOOK

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# **Exit Tickets!**

**(Class #9)**

# LEARNING OBJECTIVES – REVIEW

- Access public APIs and get information back.
- Implement an Ajax request with Fetch.
- Create an Ajax request using jQuery.
- Describe what asynchronous means in relation to JavaScript
- Pass functions as arguments to functions that expect them.
- Write functions that take other functions as arguments.
- Build asynchronous program flow using Fetch

## **NEXT CLASS PREVIEW**

### **Asynchronous JavaScript and Callbacks**

- Pass functions as arguments to functions that expect them.
- Write functions that take other functions as arguments.
- Build asynchronous program flow using Fetch
- Integrate string and variable values using template literals

# Q&A