

# JAVASCRIPT DEVELOPMENT

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### **HELLO!**

- 1. Pull changes from the svodnik/JS-SF-9-resources repoto your computer
- 2. Open the 14-closures-module-pattern > starter-code folder in your code editor

# **LEARNING OBJECTIVES**

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

- Describe the difference between functional programming and object oriented programming.
- Understand and explain closures.
- Instantly invoke functions.
- Implement the module pattern in your code.

# **AGENDA**

- Objects
- Closures
- IIFEs
- Module pattern

# **WEEKLY OVERVIEW**

**WEEK 8** 

Project 2 Lab / Closures & the module pattern

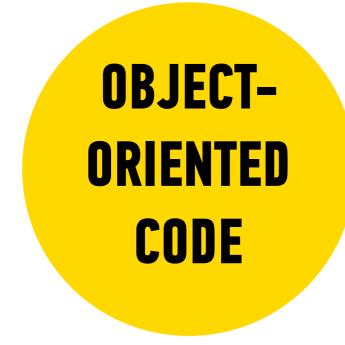
WEEK 9

CRUD & Firebase / Deploying your app

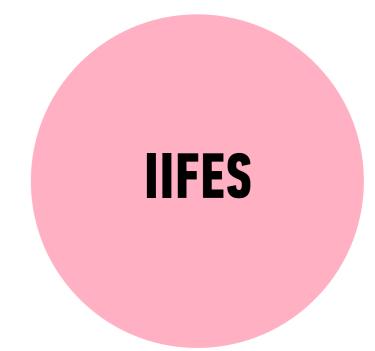
**WEEK 10** 

React / Final project lab

# THE MODULE PATTERN

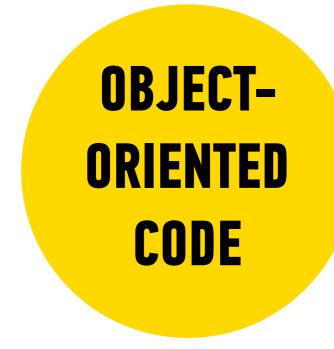


CLOSURES



# FUNCTIONS & OBJECTS

# THE MODULE PATTERN



**CLOSURES** 

**IIFES** 

#### **EXERCISE** — CREATE AN OBJECT LITERAL



#### TYPE OF EXERCISE

Individual

#### **TIMING**

2 min

- 1. On your desk, on paper, or in your editor, write code that uses an object literal to create an object named tortoise.
- 2. Give your object a property named mph with a value of 1, and a property named description with a value of "slow and steady".

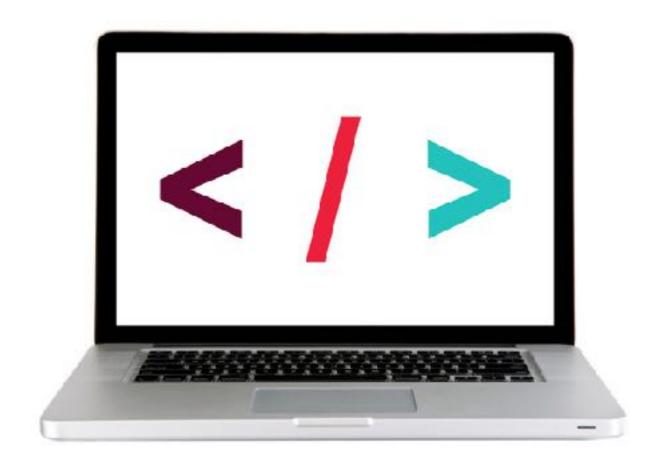
#### functional code

```
const taxRate = 0.0875;
let items = [];
function addToCart() {
 // do something
function calcTax() {
  // do something
function calcTotal() {
 // do something
```

#### object oriented code

```
let cart = {
  taxRate: 0.0875,
  items: [],
  addToCart: function() {
   // do something
  calcTax: function() {
    // do something
  calcTotal: function() {
    // do something
```

#### **LET'S TAKE A CLOSER LOOK**



#### **EXERCISE** — CREATE A MAKECAR FUNCTION



#### TYPE OF EXERCISE

Individual/pair

#### **LOCATION**

▶ start files > 1-make-car-function

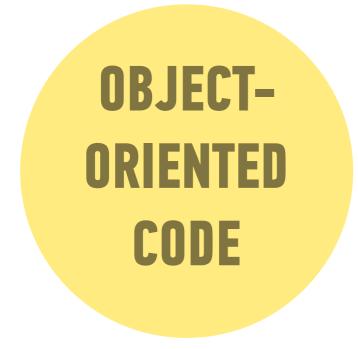
#### **TIMING**

8 min

- 1. In app.js, Define a function called makeCar() that takes two parameters (model, color), makes a new object literal for a car using those params, and returns that object.
- 2. Be sure your function returns the fuel property and the drive and refuel methods that you worked with in the previous exercise.

# CLOSURES

# THE MODULE PATTERN



CLOSURES

**IIFES** 

# **SCOPE**

Describes the set of variables you have access to

# **GLOBAL SCOPE**

A variable declared outside of a function is accessible everywhere, even within functions. Such a variable is said to have **global scope**.

a variable declared outside of the function is in the global scope

```
let temp = 75;
function predict() {
  console.log(temp); // 75
}
console.log(temp); // 75
```

# **LOCAL SCOPE**

• A variable declared within a function is not accessible outside of that function. Such a variable is said to have **local scope**.

```
let temp = 75;
function predict() {
  let forecast = 'Sun';
  console.log(temp + " and " + forecast); // 75 and Sun
}
console.log(temp + " and " + forecast);
// 'forecast' is undefined

a variable declared within a function is in the local scope of that function

a local variable is not accessible outside of its local scope
```

# **BLOCK SCOPE**

- A variable created with 1et or const creates local scope within any block, including blocks that are part of loops and conditionals.
- This is known as block scope.

let creates a local variable within any block, such as an if statement

```
let temp = 75;
if (temp > 70) {
  let forecast = 'It's gonna be warm!';
  console.log(temp + "!" + forecast); // 75! It's gonna be warm!
}
console.log(temp + "!" + forecast); // 'forecast' is undefined
```

a variable with block scope is not accessible outside of its block

## **BUILDING BLOCKS OF CLOSURES**

- nested functions
- scope
  - » inner function has access to outer function's variables
- return statements
  - » outer function returns reference to inner function

# **CLOSURES**

• A **closure** is an inner function that has access to the outer (enclosing)

function's variables.

```
function getTemp() {
  let temp = 75;
  let tempAccess = function() {
    console.log(temp);
  }
  return tempAccess;
}
```

the tempAccess() function is a closure

outer function
getTemp() returns
a reference to the
inner function
tempAccess()

# **CLOSURES**

- A **closure** is an inner function that has access to the outer (enclosing) function's variables.
- You create a closure by nesting a function inside another function.
- A closure is also known as lexical scope

#### **LET'S TAKE A CLOSER LOOK**



# **CLOSURES** — KEY POINTS

- Closures have access to the outer function's variables (including parameters) even after the outer function returns.
- Closures store **references** to the outer function's variables, not the actual values.

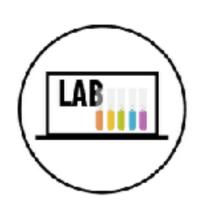
#### **LET'S TAKE A CLOSER LOOK**



# WHAT ARE CLOSURES USED FOR?

- Turning an outer variable into a private variable
- Namespacing private functions

#### LAB — CLOSURES



#### **KEY OBJECTIVE**

Understand and explain closures

#### **TYPE OF EXERCISE**

Pairs

#### **LOCATION**

starter-code > 3-closures-lab

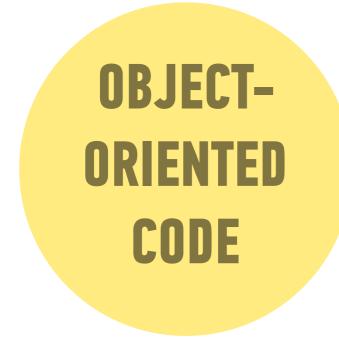
#### **EXECUTION**

15 *min* 

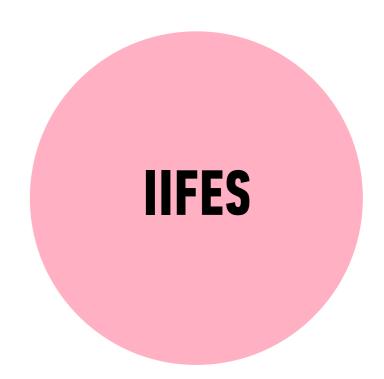
1. Follow the instructions in app.js to build and test code that uses a closure.

# Immediately-invoked function expressions

# THE MODULE PATTERN



CLOSURES



# Immediately-invoked function expression (IIFE)

- A function expression that is executed as soon as it is declared
- Pronounced "iffy"

# IIFE based on a function expression

 Make a function expression into an IIFE by adding () to the end (before the semicolon)

```
let countDown = function() {
  let counter;
  for(counter = 3; counter > 0; counter---) {
     console.log(counter);
  }
}();
```

# **IIFE** based on a function expression

 Make a function expression into an IIFE by adding () to the end (before the semicolon)

```
let countDown = function() {
  let counter;
  for(counter = 3; counter > 0; counter---) {
     console.log(counter);
  }
}
```

# IIFE based on a function declaration

 Make a function declaration into an IIFE by adding (at the start and )(); to the end

```
(function countDown() {
  let counter;
  for(counter = 3; counter > 0; counter---) {
     console.log(counter);
  }
})();
```

# IIFE based on a function declaration

 Make a function declaration into an IIFE by adding (at the start and )(); to the end

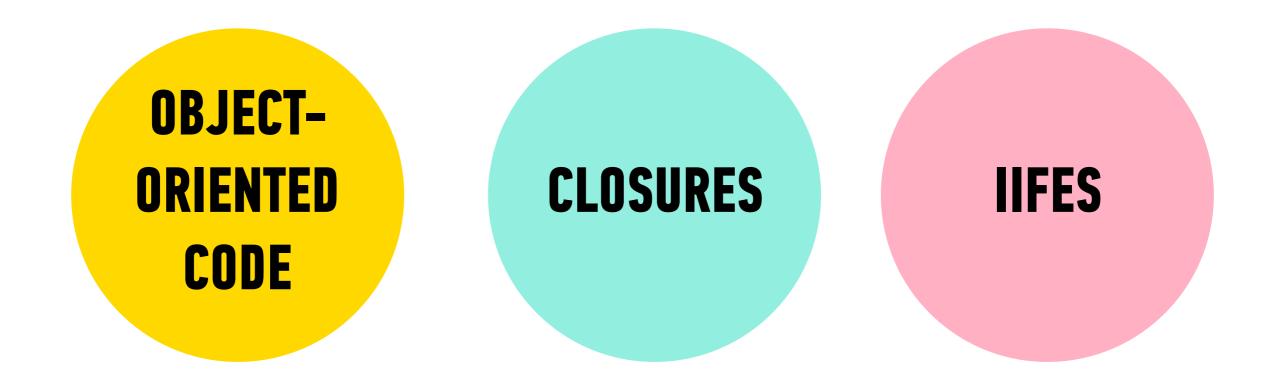
```
Ifunction countDown() {
   let counter;
   for(counter = 3; counter > 0; counter---) {
      console.log(counter);
   }
}
```

#### **LET'S TAKE A CLOSER LOOK**



# THE MODULE PATTERN

# **PUTTING IT ALL TOGETHER!**



# THE MODULE PATTERN

- Using an IIFE to return an object literal
- The methods of the returned object can access the private properties and methods of the IIFE (closures!), but other code cannot do this
- This means specific parts of the IIFE are not available in the global scope

# **BUILDING A MODULE**

```
let counter = function() {
                    let count = 0;
                    return {
                        reset: function() {
                            count = 0;
                        get: function() {
 returning an
                             return count;
                                                           containing closures
 object literal
                        increment: function() {
                             count++;
from an IIFE
```

## BENEFITS OF THE MODULE PATTERN

- Keeps some functions and variables private
- Avoids polluting the global scope
- Organizes code into objects

#### **LET'S TAKE A CLOSER LOOK**



#### **EXERCISE** — CREATE A MODULE



#### TYPE OF EXERCISE

Pair

#### LOCATION

start files > 6-modules-exercise

#### **TIMING**

until 9:20

- 1. In app.js, complete the module so it exports methods for the behaviors described in the comment at the top of the file.
- 2. When your code is complete and works properly, the statements at the bottom of the file should all return the expected values in the console.
- 3. BONUS: Add a "tradeIn" method that lets you change the make of the car and refuels it. Be sure the getMake method still works after doing a tradeIn.

# Exit Tickets!

(Class #14)

## **LEARNING OBJECTIVES - REVIEW**

- Describe the difference between functional programming and object oriented programming.
- Understand and explain closures.
- Instantly invoke functions.
- Implement the module pattern in your code.

# NEXT CLASS PREVIEW In-class lab: Intro to CRUD and Firebase

- Explain what CRUD is. (**Preview**: Create, Read, Update, Delete)
- Explain the HTTP methods associated with CRUD.
- Implement Firebase in an application.
- Build a full-stack app.