

# JAVASCRIPT DEVELOPMENT

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# HELLO!

1. Pull changes from the `svodnik/JS-SF-8-resources` repo to your computer:
  - Open the terminal
  - `cd` to the `JSD/JS-SF-8-resources` directory
  - Type **`git pull`** and press **return**
2. In your code editor, open the following folder:  
`JSD/JS-SF-8-resources/04-functions-scope/starter-code`

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**JAVASCRIPT DEVELOPMENT**

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# **FUNCTIONS AND SCOPE**

# LEARNING OBJECTIVES

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

- Describe how parameters and arguments relate to functions
- Create and call a function that accepts parameters to solve a problem
- Define and call functions defined in terms of other functions
- Return a value from a function using the `return` keyword
- Define and call functions with argument-dependent return values
- Determine the scope of local and global variables
- Create a program that hoists variables

# AGENDA

- Functions
- Variable scope
- The `var`, `let`, and `const` keywords
- Hoisting

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## INTRO TO CRUD AND FIREBASE

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# WEEKLY OVERVIEW

### WEEK 3

Loops & Conditionals / Functions & Scope

### WEEK 4

Slackbot Lab / Objects & JSON

### WEEK 5

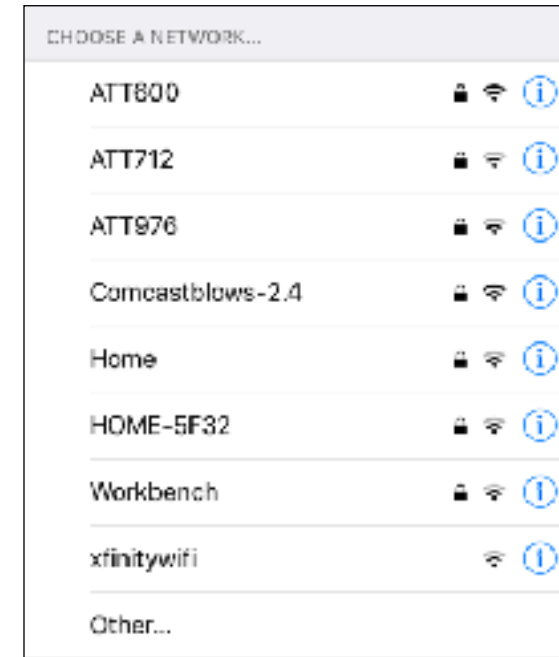
Intro to the DOM / Intro to jQuery

# EXIT TICKET QUESTIONS

1. Still interested in how git is used in practice, or how ~20 people would collaborate instead of just 2.
2. Why for over while over do/while?
3. Not entirely clear on why the initial 'clone' of the homework was incorrect to do, and how forking from it fixed it.
4. more truthiness and falseyness, please.
5. Using map and forEach as a function to call is still not intuitive to me. I wish I had better understanding of how I'd use it.

# Why do we use different networks to connect to the Internet when we're in different places?

- ▶ home
- ▶ GA
- ▶ in a car
- ▶ on BART/MUNI





# LAB — CONDITIONALS

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## EXERCISE

### TYPE OF EXERCISE

---

‣ Pair

### LOCATION

---

‣ `starter-code > 0-ages-lab`

### TIMING

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*20 min*

1. Write a program that outputs results based on users' age. Use the list of conditions in the `app.js` file.
2. BONUS 1: Rewrite your code to allow a user to enter an age value, rather than hard-coding it into your program. (Hint: Read up on the `window.prompt` method.)
3. BONUS 3: Rewrite your code to use a switch statement rather than if and else statements.

# **FUNCTIONS**

# FUNCTIONS



### GROUP STEPS

Allow us to group a series of statements together to perform a specific task



### REUSABLE

We can use the same function multiple times



### STORE STEPS

Not always executed when a page loads.  
Provide us with a way to 'store' the steps needed to achieve a task.

## FUNCTIONS AND SCOPE

**DRY =  
DON'T  
REPEAT  
YOURSELF**



# FUNCTION DECLARATION SYNTAX

```
function name(parameters) {  
    // do something  
}
```

# FUNCTION DECLARATION EXAMPLE

```
function speak() {  
    console.log("Hello!");  
}
```

# FUNCTION EXPRESSION SYNTAX

```
let name = function(parameters) {  
    // do something  
};
```

# FUNCTION EXPRESSION EXAMPLE

```
let speak = function() {  
    console.log("Hello!");  
};
```



# ARROW FUNCTION SYNTAX

```
let name = (parameters) => {  
  // do something  
};
```

# ARROW FUNCTION EXAMPLE

```
let speak = () => {  
  console.log("Hello!");  
};
```

# EXERCISE — WRITING FUNCTIONS

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## EXERCISE

### **KEY OBJECTIVE**

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- Practice defining and executing functions

### **TYPE OF EXERCISE**

---

- Individual/paired

### **LOCATION**

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- `starter-code` > `0-functions-exercise` (part 1)

### **EXECUTION**

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*4 min*

1. Follow the instructions under Part 1

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## FUNCTIONS AND SCOPE

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### CALLING A FUNCTION

```
function pickADescriptiveName() {  
    // do something  
}
```

To run the function, we need to *call* it. We can do so like this:

```
pickADescriptiveName();
```

**pickADescriptiveName()** + parentheses

# FUNCTION EXPRESSION VS FUNCTION DECLARATION

- Function expressions define functions that can be used anywhere in the scope where they're defined.
- You can call a function that is defined using a function declaration before the part of the code where you actually define it.
- Function expressions must be defined before they are called.

# OBJECT METHODS ARE FUNCTIONS

properties

method

value is a  
function

calling a  
method

```
let person = {  
  fName: 'Kamala',  
  lName: 'Harris',  
  speak: function() {  
    console.log("Hello world!");  
  }  
}  
  
person.speak()  
=> "Hello world!"
```

# **PARAMETERS**


### DOES THIS CODE SCALE?

```
function helloVal () {  
  console.log('hello, Val');  
}  
  
function helloOtto () {  
  console.log('hello, Otto')  
}
```




## USING A PARAMETER

```
function sayHello(name) {  
  console.log('Hello ' + name);  
}
```



```
sayHello('Val');  
=> 'Hello Val'
```



```
sayHello('Otto');  
=> 'Hello Otto'
```

# USING MULTIPLE PARAMETERS

multiple parameter names  
separated by commas




```
function sum(x, y, z) {  
  console.log(x + y + z)  
}
```

```
sum(1, 2, 3);  
=> 6
```

## USING DEFAULT PARAMETERS

default value to set for parameter if no argument is passed when the function is called



```
function multiply(x, y = 2) {  
  console.log(x * y)  
}
```

```
multiply(5, 6);
```

```
=> 30 // result of 5 * 6 (both arguments)
```

```
multiply(4);
```

```
=> 8 // 4 (argument) * 2 (default value)
```

# EXERCISE — READING FUNCTIONS

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## EXERCISE

### KEY OBJECTIVE

---

- Given a function and a set of arguments, predict the output of a function

### TYPE OF EXERCISE

---

- Groups of 2 - 3

### LOCATION

---

- `starter-code > 0-functions-exercise (part 2)`

### EXECUTION

---

*3 min*

1. Look at Part 2 A and B. Predict what will happen when each function is called.

# EXERCISE — READING FUNCTIONS

---



## EXERCISE

### KEY OBJECTIVE

---

- ▶ Create and call a function that accepts parameters to solve a problem

### TYPE OF EXERCISE

---

- ▶ Groups of 2 - 3

### LOCATION

---

- ▶ starter-code > 0-functions-exercise (part 3)

### EXECUTION

---

8 min

1. See if you can write one function that takes some parameters and combines the functionality of the *makeAPizza* and *makeAVeggiePizza* functions.
2. BONUS: Create your own function with parameters. This function could do anything!

# EXERCISE — FUNCTIONS

---



## EXERCISE

### KEY OBJECTIVE

---

- Describe how parameters and arguments relate to functions

### TYPE OF EXERCISE

---

- Turn and Talk

### EXECUTION

---

*1 min*

1. Summarize why we would use functions in our programs. What purpose do they serve?
2. What is a parameter? What is an argument? How are parameters and arguments useful?

# **THE return STATEMENT**

# **return STATEMENT**

- Ends function's execution
- Returns a value — the result of running the function



# return STOPS A FUNCTION'S EXECUTION

```
function speak(words) {  
  return words;  
  
  // The following statements will not run:  
  let x = 1;  
  let y = 2;  
  console.log(x + y);  
}
```

# console.log() vs return



`console.log()`

**VS**



`return`

- Write a value at any point in a program to the browser console
- Helpful for developer in debugging
- Not seen by user or used by app

- Sends a value back wherever the current statement was triggered
- Can use a function to get a value and then use that value elsewhere in your app
- Does not appear in the console unless you're executing commands there

## FUNCTIONS AND SCOPE

# return in action

call `sum()` function,  
passing 3 and 4 as  
arguments

```
let z = sum(3,4);
```

with `x=3` and `y=4`,  
return the result  
of `x + y`, which is 7

```
function sum(x,y) {  
  return x + y;  
}
```

```
z = 7
```

# EXERCISE — FUNCTIONS LAB

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## EXERCISE

### KEY OBJECTIVE

---

- Create and call a function that accepts parameters to solve a problem

### TYPE OF EXERCISE

---

- Individual or pair

### LOCATION

---

- `starter-code > 1-functions-lab`

### EXECUTION

---

*15 min*

1. Write code to calculate a customer's total cost in dollars based on product price, tax rate, shipping cost, and the currency they're using for the purchase (dollars or euros).
2. BONUS: Convert your function to assume a currency of "dollar" by default.

# **SCOPE**


# **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 `let` 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

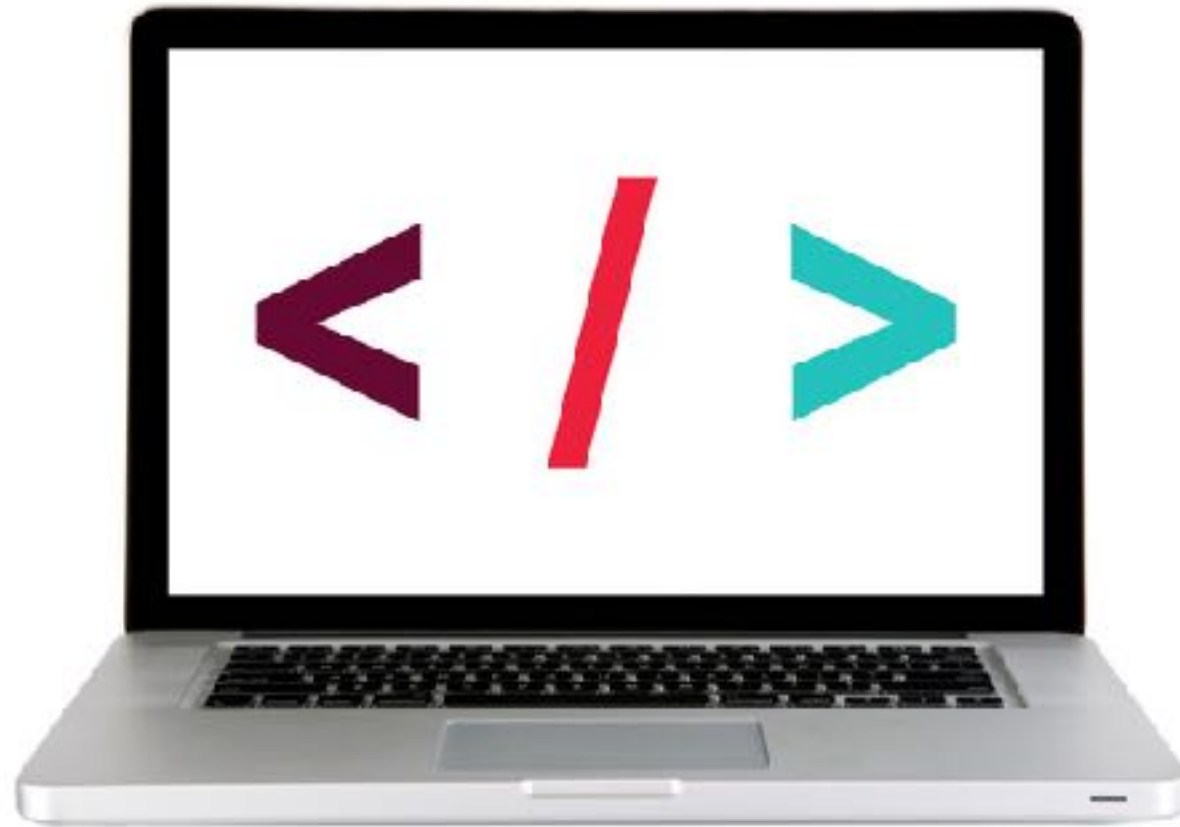
```
let temp = 75;  
if (temp > 70) {  
  let forecast = 'It's gonna be warm!';  
  console.log(temp + "! " + forecast); // 75! It's gonna be warm!  
}  
console.log(temp + "! " + forecast); // 'forecast' is undefined
```

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

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## LET'S TAKE A CLOSER LOOK

---



# EXERCISE — SCOPE

---



## EXERCISE

### KEY OBJECTIVE

---

- Determine the scope of local and global variables

### TYPE OF EXERCISE

---

- Turn and Talk

### EXECUTION

---

*3 min*

1. Describe the difference between global and local scope
2. Collaborate to write code that includes at least one variable with local scope and one variable with global scope

# LAB — SCOPE

---



## KEY OBJECTIVE

---

- Determine the scope of local and global variables

## TYPE OF EXERCISE

---

- Pairs

## LOCATION

---

- `starter code > 1-scope-lab`

## EXECUTION

---

*5 min*

1. Open the `index.html` file in your browser, view the console, and examine the error.
2. Follow the instructions in `js > main.js` to complete parts A and B.

# **var, let, const, AND SCOPE**

- `var` obeys the scoping rules we've just seen
  - » “generic” way to create variables
- `let` and `const` are newer keywords with different scoping rules
  - » local scope within functions **and** within any block (including loops and conditionals)

# let

- used in the same situations as `var`, but with different scoping rules for code blocks

```
let results = [0,5,2];
```

# const

- used to declare constants
  - » **immutable**: once you've declared a value using `const`, you can't change the value in that scope
  - » by contrast, variables declared with `var` or `let` are **mutable**, meaning their values can be changed
- by convention, constant names use all capital letters

```
const SALESTAX = 0.0875;
```

# let/const vs var

- let & const create local scope within any block (including loops and conditionals) but var does not

```
var x = 1;  
if (true) {  
  var x = 2;  
  console.log(x); // 2  
}  
console.log(x); // 2
```

↑  
global scope

```
let x = 1;  
if (true) {  
  let x = 2;  
  console.log(x); // 2  
}  
console.log(x); // 1
```

↑  
global scope

← treated as  
local scope by  
let statement



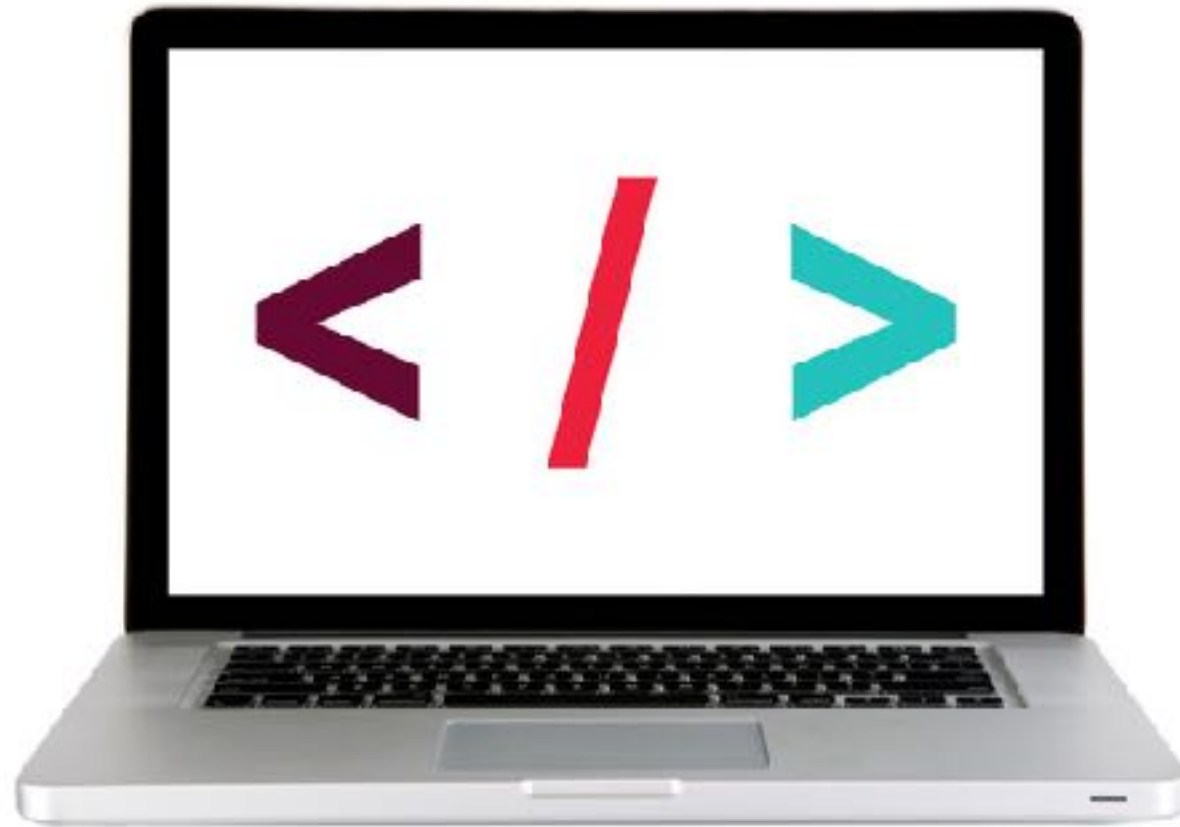
# **var, let, const, AND BROWSER SUPPORT**

- let and const are not supported by older browsers
  - » see [caniuse.com](https://caniuse.com), search on let
- babel.js ([babeljs.io](https://babeljs.io)) allows you to transpile newer code into code that works with older browsers as well
- let and var are very commonly used, and we will use a combination of these in class (plus the occasional const)

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## LET'S TAKE A CLOSER LOOK

---



# EXERCISE — VAR, LET, AND CONST

---



## EXERCISE

### KEY OBJECTIVE

---

- Distinguish between var, let, and const

### TYPE OF EXERCISE

---

- Individual or pairs

### EXECUTION

---

*2 min*

1. Draw the table shown on the whiteboard, which compares a few aspects of var, let, and const usage.
2. Complete the table.

# var, let, AND const

keyword	local scope	can you change the value in the current scope?	browser support
<b>var</b>	within the code block of a <b>function</b> only	yes	all browsers
<b>let</b>	within any code block	yes	<b>only modern browsers</b>
<b>const</b>	within any code block	<b>no</b>	<b>only modern browsers</b>

# LAB — LET, VAR, AND CONST

---



## KEY OBJECTIVE

---

- Determine the scope of local and global variables

## TYPE OF EXERCISE

---

- Pairs

## LOCATION

---

- `starter code > 4-let-var-const-lab`

## EXECUTION

---

*5 min*

1. Open the `index.html` file in your browser, view the console, and examine the error.
2. Follow the instructions in `js > app.js` to complete parts A and B.

# HOISTING

- JavaScript's behavior of moving declarations to the top of a scope.
- This means that you are able to use a function or a variable before it has been declared.
- Variables declared with `var` are hoisted
- Variables declared with `let` and `const` are not hoisted

# FUNCTIONS AND HOISTING

- Function expressions are treated like other variables
  - when declared with `var`, only the name is hoisted, not the value
  - when declared with `let`, they are not hoisted
- Function declarations are treated differently
  - the code for the entire function is hoisted along with a function declaration

# FUNCTIONS AND HOISTING

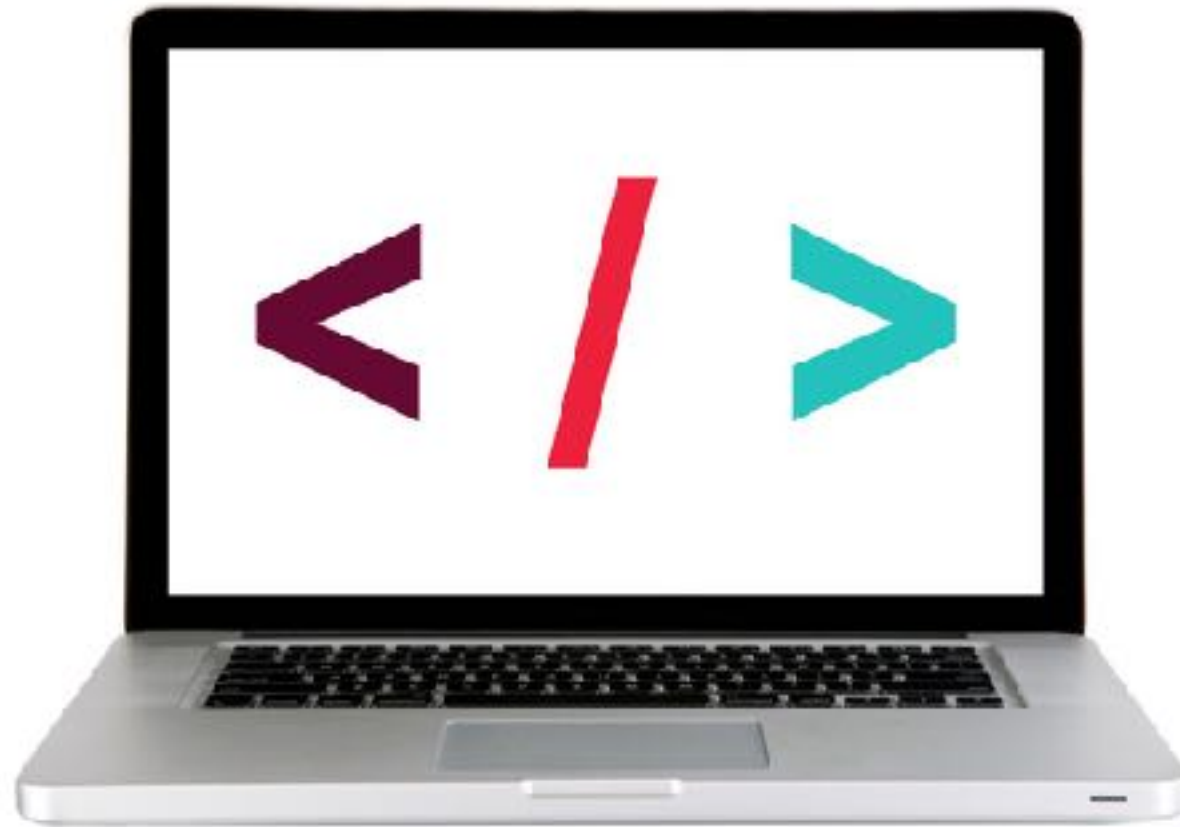
function type	function name hoisted?	function content hoisted?
function declaration	yes	yes
function expression using let	no	no
function expression using var	yes	no



---

## LET'S TAKE A CLOSER LOOK

---



# EXERCISE — HOISTING

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## EXERCISE

### **KEY OBJECTIVE**

---

- Create a program that hoists variables

### **TYPE OF EXERCISE**

---

- Groups of 3

### **EXECUTION**

---

*2 min*

1. Examine the code on the whiteboard.
2. Discuss with your group which parts of the code are hoisted.
3. Predict the result of each of the first four statements.

# LEARNING OBJECTIVES – REVIEW

- Describe how parameters and arguments relate to functions
- Create and call a function that accepts parameters to solve a problem
- Define and call functions defined in terms of other functions
- Return a value from a function using the `return` keyword
- Define and call functions with argument-dependent return values
- Determine the scope of local and global variables
- Create a program that hoists variables

# **NEXT CLASS PREVIEW**

## **Hubot Lab**

- › Install and configure all utilities needed to run a Hubot
- › Write scripts that allow your Hubot to interact with users of the class Slack organization

# **Exit Tickets!**

**(Class #4)**

# Q&A