

# JAVASCRIPT

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THE SCRIPTING LANGUAGE FOR WEB PROGRAMMING

# JAVASCRIPT FUNDAMENTALS

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A BRIEF INTRODUCTION TO JAVASCRIPT

# WHAT IS JAVASCRIPT?

JAVASCRIPT IS A HIGH-LEVEL,  
OBJECT-ORIENTED, MULTI-PARADIGM  
PROGRAMMING LANGUAGE.

We don't have to worry about complex stuff  
like memory management

We can use different styles  
of programming

Based on objects,  
for storing most kinds of data

Instruct computer to do things

# JAVASCRIPT FEATURES

HIGH-LEVEL

PROTOTYPE-BASED  
OBJECT-ORIENTED

MULTI-PARADIGM

INTERPRETED OR  
JUST-IN-TIME  
COMPILED

DYNAMIC

SINGLE-THREADED

NON-BLOCKING  
EVENT LOOP

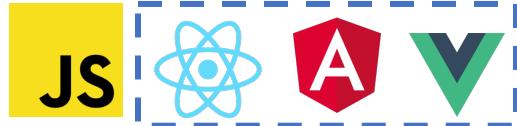
FIRST-CLASS  
FUNCTIONS

GARBAGE-  
COLLECTED

# THERE IS NOTHING YOU CAN'T DO WITH JAVASCRIPT

## FRONT-END APPS

Dynamic effects and web applications in the browser



100% based on JavaScript.  
They might go away,  
but JavaScript won't!

## BACK-END APPS

Web applications on web servers



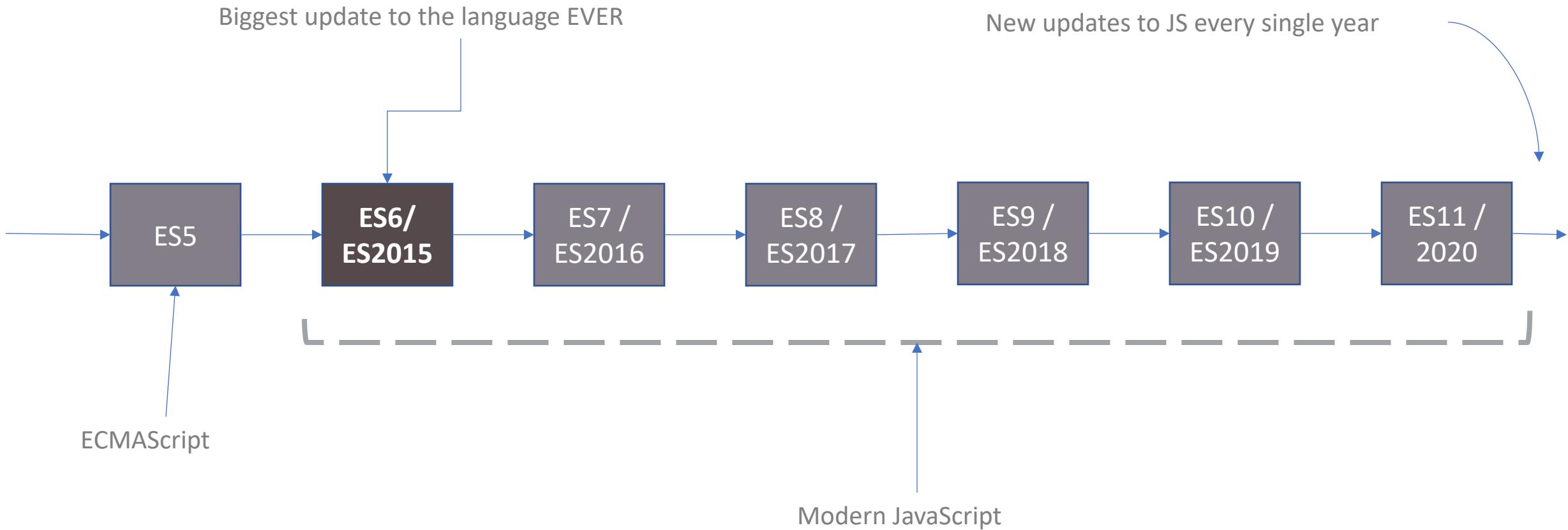
Native mobile applications



Native desktop applications



# JAVASCRIPT RELEASES...



# A BRIEF HISTORY OF JAVASCRIPT

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- The timeline is represented by a vertical grey line with circular markers at each event point. The events are listed in chronological order from top to bottom.
- 1995: Brendan Eich creates the very first version of JavaScript in just 10 days. It was called Mocha.
  - 1996: Mocha changes to LiveScript and then to JavaScript, in order to attract Java developers.
  - 1997: Microsoft launches IE, copying JavaScript from Netscape and calling it JScript; With a need to standardize the language, ECMA releases ECMAScript 1 (ES1), the first official standard for JavaScript (ECMAScript is the standard, JavaScript the language in practice)
  - 2009: ES5 (ECMAScript 5) is released with lots of great new features
  - 2015: ES6/ES2015 (ECMAScript 2015) was released: the biggest update to the language ever! ECMAScript changes to an annual release cycle in order to ship less features per update
  - 2016 onwards: Release of ES2016 / ES2017 / ES2018 / ES2019 / ES2020 / ES2021 / ... / ES2089

# JAVASCRIPT NEW FEATURES

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ES6 AND MORE

# ES6 & MORE – NEW FEATURES

ARROW  
FUNCTION

DESTRUCTURING

REST / SPREAD

TEMPLATE  
LITERALS

BLOCK SCOPING

MAP/SET

CLASSES

DEFAULT  
PARAMETERS

# ARROW FUNCTION =>

Arrow functions are handy for one-liner functions

## Arrow Function Flavors

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Without Curly braces  
( ...args ) => expression

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With curly braces  
( ...args ) => { body}

## Limitations

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Don't have this keyword

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Don't have arguments keyword

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Cant call with new operator

# BLOCK SCOPING

Restricts the scope of variables to the nearest curly braces { }

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## Variables

**const**: converts the variable to a constant

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## Types

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**let**: for all type of variables

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**const != immutable**

# REST / SPREAD OPERATOR

## REST

A function can be called with any number of arguments, no matter how it is defined.

The rest parameters must be at the end.

Usage: create functions that accept any number of arguments

## SPREAD

Spread operator looks similar to rest parameters, also using (...), but does quite the opposite.

It is used in the function call, it “expands” an iterable object into the list of arguments.

Usage: pass an array to functions that normally require a list of many

# DESTRUCTURING

Destructuring assignment is a special syntax that allows us to “unpack” arrays or objects into a bunch of variables.

## OBJECT DESTRUCTURING

- We have an existing object at the right side, that we want to split into variables.

## ARRAY DESTRUCTURING

- The array is destructured into variables, but the array itself is not modified.

## NESTED DESTRUCTURING

- If an object or an array contain other objects and arrays, we can use more complex left side patterns to extract deeper portions.

# ASYNCHRONOUS JAVASCRIPT

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PROMISES, ASYNC/ AWAIT AND MORE

# SYNCHRONOUS CODE

```
const p = document.querySelector("#paragraph");
p.textContent = "Hello World";
alert("Who's this?");
p.style.color = "red";
```

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Most code is synchronous

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Synchronous code is executed line by line

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Each line of code waits for previous line to finish

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Long-running operations block code execution

# ASYNCHRONOUS CODE

```
const p = document.querySelector("#paragraph");
setTimeout(() => {
  alert("Who's this?")
}, 1000);
p.style.color = "red";
```

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Asynchronous code is executed after a task that runs in the “background” finishes

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Asynchronous code is non-blocking

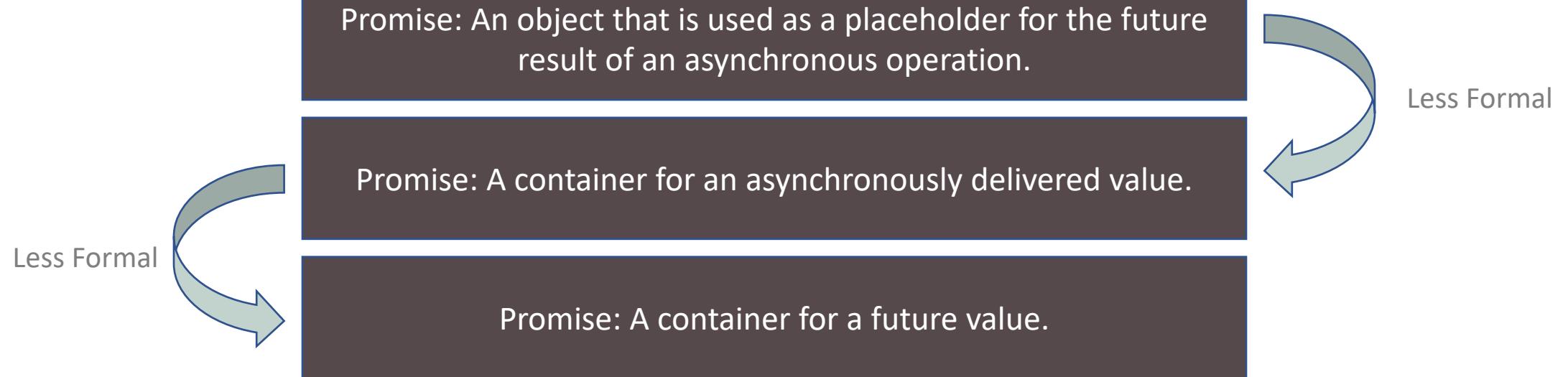
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Execution doesn’t wait for an asynchronous task to finish its work

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Callback functions alone do NOT make code asynchronous

# WHAT ARE PROMISES?



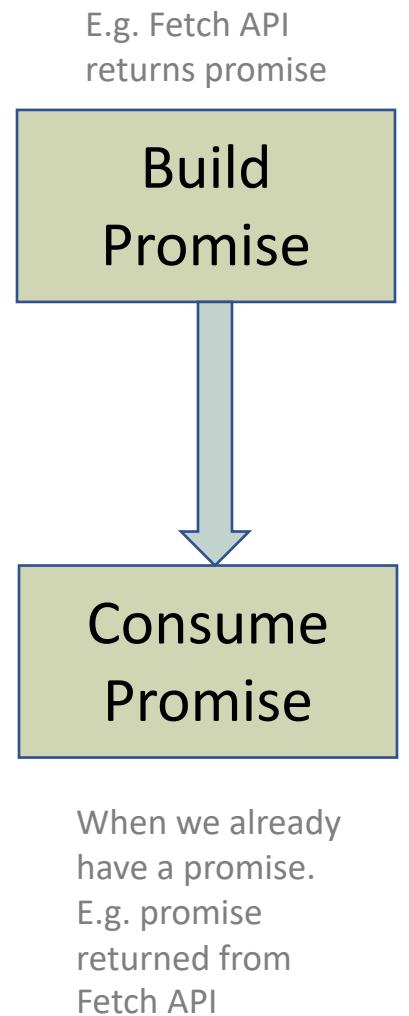
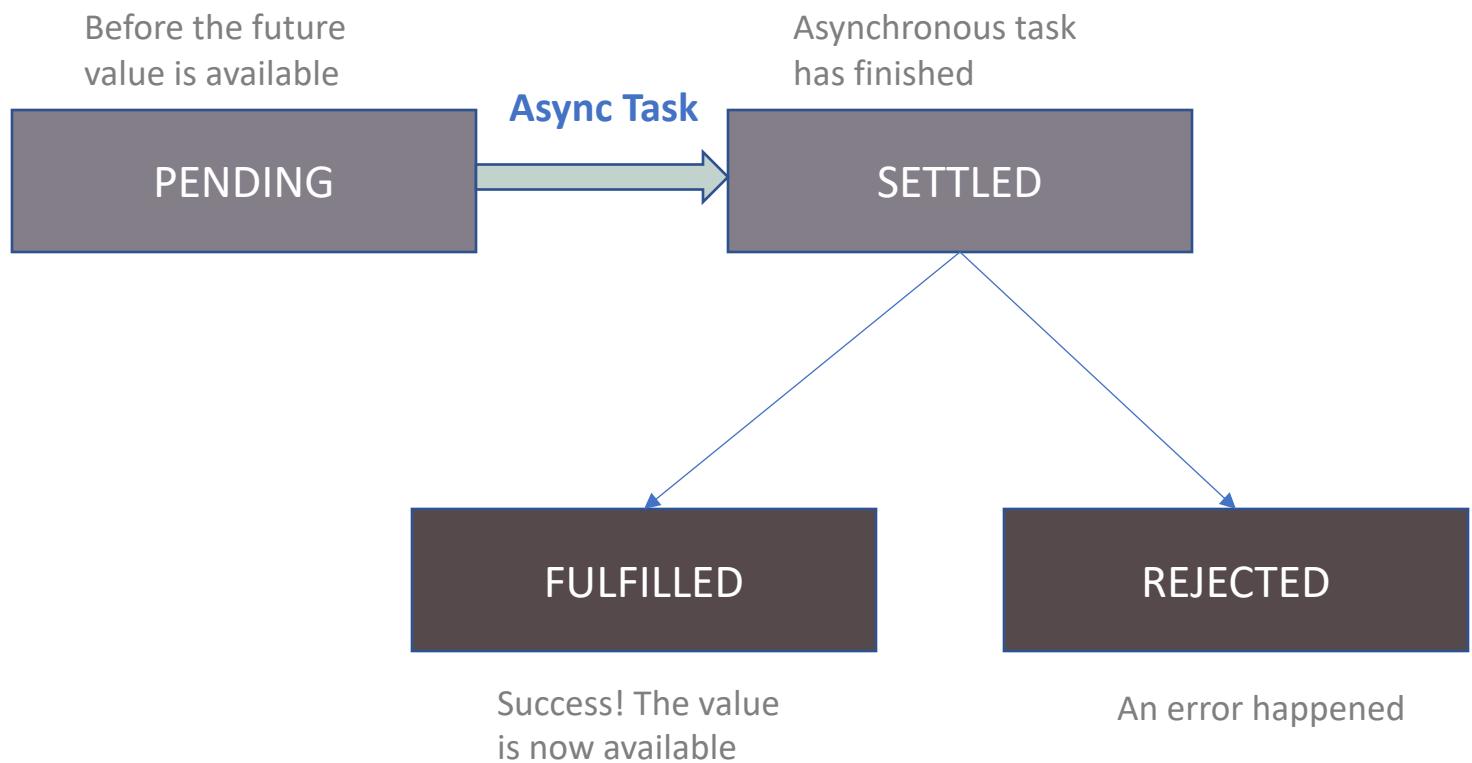
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We no longer need to rely on events and callbacks passed into asynchronous functions to handle asynchronous results;

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Instead of nesting callbacks, we can chain promises for a sequence of asynchronous operations: escaping callback hell

# THE PROMISE LIFECYCLE



# MODERN JAVASCRIPT DEVELOPMENT

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WRITING CLEAN AND MODERN JAVASCRIPT

# REVIEW: MODERN AND CLEAN CODE

## READABLE CODE

- Write code so that others can understand it
- Write code so that you can understand it in 1 year
- Avoid too “clever” and overcomplicated solutions
- Use descriptive variable names: what they contain
- Use descriptive function names: what they do

## FUNCTIONS

- Generally, functions should do only one thing
- Don’t use more than 3 function parameters
- Use default parameters whenever possible
- Generally, return same data type as received
- Use arrow functions when they make code more readable

# REVIEW: MODERN AND CLEAN CODE

## GENERAL

- Use DRY principle (refactor your code)
- Don't pollute global namespace, encapsulate instead
- Don't use var
- Use strong type checks (== and !==)

## OOP

- Use ES6 classes
- Encapsulate data and don't mutate it from outside the class
- Implement method chaining
- Do not use arrow functions as methods (in regular objects)

# REVIEW: MODERN AND CLEAN CODE

## AVOID NESTED CODE

- Use early return (guard clauses)
- Use ternary (conditional) or logical operators instead of if
- Use multiple if instead of if/else-if
- Avoid for loops, use array methods instead
- Avoid callback-based asynchronous APIs

## ASYNCHRONOUS CODE

- Consume promises with async/await for best readability
- Whenever possible, run promises in parallel (Promise.all)
- Handle errors and promise rejections

# REFERENCES

## READING MATERIAL

- <https://javascript.info/>
- <https://developer.mozilla.org/en-US/docs/Web/JavaScript>

## VIDEO LINKS

- [https://www.youtube.com/watch?v=NCwa\\_xi0Uuc](https://www.youtube.com/watch?v=NCwa_xi0Uuc)
- <https://www.youtube.com/watch?v=nZ1DMMsyVyl>