**JavaScript Guide**

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# What is JavaScript

* JavaScript was created to make webpages dynamic, changing content on the pages from inside the page.
* It is compiled at runtime. It can be executed as part of a webpage in a browser or directly on any machine.
* JavaScript has nothing in common with Java, it is totally independent.
* It is an interpreted language, gets compiled on the fly.
* It’s a hosted language, runs in different environments e.g. in the browser.
* JavaScript engine is built into the browser.
  + Chrome 🡺 V8
    - Was extracted to run JavaScript any where called “Node.js”
  + Firefox 🡺 SpiderMonkey
  + Job of the engine is to
    - Parse the code
    - Then on the fly compile it to machine code
    - And then it executes the machine code
  + **Important:** all of this happens on a single thread
* Cannot read the file system, it is kind of running in a sand box.
* JavaScript running in Node.js can access the file system

# Dynamic, interpreted Programming Language

You may store some string in a var and then later can store a number in it. Means code can change at run time.

# Weakly Type Programming Language

Unlike other programming languages, you don’t define that some variable must hold a certain value. Data types can change, are assumed.

# What will we be covering?

## Basics

Language basics, base syntax, efficient development, debugging, loops, functions, DOM basics, arrays and iterables objects.

## Building a strong foundation

Classes and OOP, constructor functions and prototypes, DOM and browser APIs, Events, Asynchronous and http (ajax)

## Advanced Concepts

Work with 3rd party libraries, modules, tooling (webpack) browser storage, browser support, frameworks, meta-programming, nodes introduction, security, memory leaks etc.

# Setting up Development Environment

* There are a lot of editors available and can use NotePad++ but here will be using Visual Studio code editor. It is free, is under active development, modern and customisable. We can install a lot of extensions as well.
  + Download and install VS Code from <https://code.visualstudio.com/download>.
  + Take a look at this post for short cuts etc: <https://itplate.blogspot.com/2019/11/visual-studio-code-shortcuts-extensions.html>
  + If you don’t like the color theme, go to File 🡺 preferences 🡺 Color Theme 🡺 and select a different theme of your choice.
  + Helpful Extensions, go to the extensions tab and add
    - Material Icon Theme by Philipp Kief
    - Prettier by Esben Petersen
    - Bracket Pair Colorizer CoenraadS
  + To autoformat the code, go to File 🡺 Preferences 🡺 Keyboard shortcut 🡺 search for Format Document 🡺 Find it and then look at the short cut applied to it. On windows the shortcut would be **Shift+Alt+F**. Where ever you need to auto format, press this combination keys.
  + Changing the User or Workspace settings: Go to File 🡺 Preferences 🡺 Settings 🡺 Search for lets say Prettier under User and make sure that “Prettier: Semi” and “Prettier: Single Quote” are selected.
* For testing we will be needing a browser, we’ll use Chrome but can use any browser.
  + We will be using Chrome developer tools to debug the code.
  + Press F12 to bring up the developer tools
  + Click on Console tab and then the gear icon, make sure that Preserve Log check box is not checked.

# Important Principles

* javascript is case sensitive
* lines should end with a ;. Now this is best practice. But when you have two expressions on the same line then it is must to separate these with a ;.
* variable name cannot start with a number but can have a number in it
* starting a variable name with $ and \_ is allowed. No other special characters are allowed.
* \_ can appear any where in the variable name, it is allowed but is bad practice. Always use camel case.

# Variables & Constants

|  |  |
| --- | --- |
| Variables We define variables with “let” keyword and when we change the value, then do it without the “let”.  var lastName = "Smith";  lastName = "Yodder"; | Constants Constants cannot be changed once defined. A keyword “const” is used for these.  const totalUsers = 15;  totalUsers = 20; **Cannot be changed** |

# Operators

|  |  |
| --- | --- |
| * + to add two numbers or concat strings * - subtract two numbers * \* multiply numbers * / divide two numbers | * % modulus, divide two numbers, yield remainder * \*\* Exponentiation (e.g. 2\*\*3=8) * = assignment operator |

## Operator examples

Rater than doing

currentResult = currentResult + enteredNumber;

we can do

currentResult += enteredNumber;

The same goes for -= ; /= ; \*=

alert(++currentResult) will be after the result value

alert(currentResult++) will be before the result value

# Data Types and Objects

For detail reading check

<https://www.w3schools.com/js/js_type_conversion.asp>

## Data Types

* numbers : 2, -3, 22.956
* string (Text): ‘Hi’, “Hi”, `Hi` can use single quote, double quote and back ticks
* boolean
* object
* function

Variable in JavaScript are not tied to data types, so following is perfectly legal.

let name = “John”;

name = 0;

### Using Back Ticks

const totalUsers = 15;

let myUsers = `Total Users: ${totalUsers}`;

Now the value of the totalUsers will be put in the string rather than the string literal.

We can also create multiple line strings with back ticks.

## Objects

* object
* date
* array
* string
* number
* boolean
* null 🡺 cannot contain values; explicitly null value assigned
* undefined 🡺 cannot contain values; defined but not initialized

## Converting Data Types

* parseFloat(someVar)
* parseInt(someVar)
  + Here we can also do +someVar
* To convert to string 🡺 someVar.toString();

## Mixing Number and String

You saw the example with a number and a "text number" being added in JavaScript.

3 + '3' => '33'

That happens because the + operator also supports strings (for string concatenation).

It's the only arithmetic operator that supports strings though. For example, this will not work:

'hi' - 'i' => NaN

You can't generate a string of 'h' with the above code. Only + supports both strings and numbers.

Thankfully, JavaScript is pretty smart and therefore is actually able to handle this code:

3 \* '3' => 9

Please note: It yields the number (!) 9, NOT a string '9'!

Similarly, these operations also all work:

3 - '3' => 0

3 / '3' => 1

Just 3 + '3' yields '33' because here JavaScript uses the "I can combine text" mode of the + operator and generates a string instead of a number.

# Functions

Functions are one of the fundamental building blocks in JavaScript. A function is a JavaScript procedure—a set of statements that performs a task or calculates a value. To use a function, you must define it somewhere in the scope from which you wish to call it.

A function definition (also called a function declaration, or function statement) consists of the function keyword, followed by:

* The name of the function.
* A list of parameters to the function, enclosed in parentheses and separated by commas.
* The JavaScript statements that define the function, enclosed in curly brackets, { }.

For example, the following code defines a simple function named square:

function square(number) {

return number \* number;

}

The function square takes one parameter, called number. The function consists of one statement that says to return the parameter of the function (that is, number) multiplied by itself. The statement return specifies the value returned by the function.

## Global Variables

Never use global variables in the functions, these are variables that are declared outside the function and then used inside the function. These are perfectly legal to use but not the best practice.

# Shadowing

JavaScript creates a new variable on a different scope - this variables does not overwrite or remove the global variable by the way - both co-exist. In the following example alert will display John since that is being passed into the function.

let userName = 'John';

function greetUser(name) {

let userName = name;

alert(userName);

}

userName = 'Smith';

greetUser('John');

# Querying the HTML Elements

W3Schools is the best resource for finding all the way an element can be accessed via JavaScript

<https://www.w3schools.com/jsref/dom_obj_all.asp>

<https://www.w3schools.com/jsref/dom_obj_document.asp>

* By ID: document.getElementById('someId');

# Event Listeners – Add/Remove

W3Schools is a great resource to learn more about these:

<https://www.w3schools.com/js/js_htmldom_eventlistener.asp>

.addEventListener

element.addEventListener("click", myFunction);

function myFunction() {

alert ("Hello World!");

}

Or on window

window.addEventListener("resize", function(){

document.getElementById("demo").innerHTML = sometext;

});

And to remove the listener, use

element.removeEventListener("mousemove", myFunction);

## Events

Again, take a look at the W3Schools to learn more about the events available

<https://www.w3schools.com/js/js_htmldom_events.asp>

# Tasks

## Index File

Run the index.html file to navigate the tasks/example

## Task 01: Variables, Constants, Operators & Core Data Types

**Html File:** Tasks\task\_01\_Variables\_Constants\_Operators\_CoreDataTypes.html

**JS File:** Assets\js\js\_01\_Variables\_Constants\_Operators\_CoreDataTypes.js

JavaScript is referenced towards the end, just before the ending body tag.



Take a look at the html file for the tasks that need to be completed and then look at the JavaScript file for the solution.

## Task 02: Functions

**Html File:** Tasks\task\_02\_Functions.html

**JS File:** Assets\js\js\_02\_functions.js

JavaScript is referenced towards the end, just before the ending body tag.



Take a look at the html file for the tasks that need to be completed and then look at the JavaScript file for the solution.

## Task 03: Simple Calculator

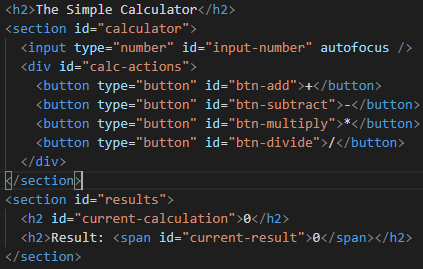
**Html File:** Tasks\task\_02\_Functions.html

**JS File:** Assets\js\task\_03\_simple\_calculator.html

JavaScript is referenced towards the end, just before the ending body tag.



The calculator Html



Take a look at the html file for the tasks that need to be completed and then look at the JavaScript file for the solution.