JavaScript Introduction

Topics discussed this presentation

- Asynchronous JavaScript & XML (Ajax).
- This presentation based on jQuery Ajax.
- Using a very small subset of available functionality.

Ajax

What is it?

- A technology to manage transmission of data.
- Between client and server.
- Generally text-based data.
- Binary data transmission also possible.
- Originally data format Extensible Markup Language (XML).
- JSON now the format of choice.

Ajax

Why use it?

- Once Upon a Time in the Web . . .
- data request caused whole-page refresh.
- Ajax requests server what it needs,
 - when it needs it and,
 - for exactly where on page it is needed.
 - finding the target with perfect aim.
- This avoids nuisance page flicker and, facilitates greater efficiency.



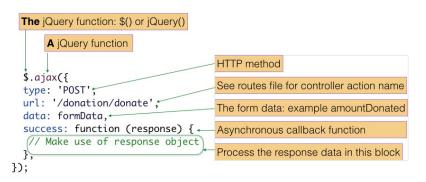
Ajax

Asynchronous communication

- Web page sends HTTP Ajax request.
- User free to continue other page activity.
- Request processed independently.
- Server transmits respose to web page.
- Synchronous communication also possible.



Donation ajax call



5/1

Donation ajax call

```
<form class="ui form" action="/donation/donate" method="POST">
    ...
    </form>
```

```
<form class="ui form">
    ...
    </form>
```

Ajax requires form change

Donation ajax call

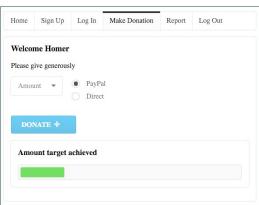
Controller

```
JSONObject obj = new JSONObject();
obj.put("progress", getProgress());
renderJSON(obj);

Composes and transmits JSON object response
```

Asynchronous Java and XML (Ajax)





8/1

Asynchronous Java and XML (Ajax)

Client Side (js)

```
progress bar asynchronously updated
               30 % of target achieved to date for candidate Abel Abamo
function submitForm() {
 var formData = $('.ui.form.segment input').serialize();
 $.aiax({
    type: 'POST'.
                                                                                asynchronous call to this url
   url: '/donation/donate', <
   data: formData.
     success: function(response) {
          console.log("make donation page submitForm response: " + response.progress);
                                                                                          write progress bar label
          $('.ui.indicating.progress').progress({
             percent: response progress
         s('#progresslabel').text(response.progress + " % of target achieved to date for candidate " + response.candidate);
 });
# routes
        /donation/donate
                                      DonationController donate
 # DonationController
 public static void donate(long amountDonated, String methodDonated, String candidateEmail)
```

public static void donate(long amountDonated, String methodDonated, String candidateEmail)
{
 ...
 JSONObject obj = new JSONObject();
 obj.put("progress", progressPercent);
 obj.put("candidate", candidate, firstName + " " + candidate.lastName);
 renderJSON(obj);
 }
}

Server Side (java/play)

JavaScript

Best Practices

- Write code complying with ECMAScript6 (ES6).
- Use quality IDE such as WebStorm.
- Apply styleguide, example Airbnb.
- Use strict mode.
- Avoid use of global variables:
 - Use global abatement or other techniques.
- Do not rely on semicolon insertion.
- Do not use:
 - == (use == =)
 - != (use!==)
- Avoid use of continue statement.
- Do not use block-less statements (e.g. following for, while, if).

References

jQuery

http://jquery.com/

HTML5 ElementList

MDN: Mozilla Developer Network

https://developer.mozilla.org/en/docs/Web/Guide/HTML/ HTML5/HTML5 element list

References

Haverbeke Marijn. 2007-2013. Eloquent JavaScript: A Modern Introduction to Programming

http://eloquentjavascript.net/

Airbnb JavaScript Style Guide

http://airbnb.io/javascript/

Code Conventions for JavaScript

http://javascript.crockford.com/code.html