Zahava Gopin

Discussion 3.1

10/31/2022

Zahava Gopin

The Negative Parts of JavaScript

I think the first thing that comes to mind is just the fact that this is all new. Learning a completely new language that has many rules in a short amount of time is extremely hard to do. The first thing that I learned about is variables. I learned that there are different types and that you must declare them.

Null and undefined are two types that seem interchangeable, but really mean two different things.

Additionally, you should stay away from global variables. While they can be used, you don’t want to accidentally change or add to them. If someone adds a “new” global variable, they may be overwriting on a preexisting one.

We use ‘typeof’ to see the type of value we have. However, ‘typeof’ does not work on null values. This is a bigger problem because there is no difference between an actual object and null because both return as ‘object’.

Another negative part of JavaScript is its integers. Because JavaScript is a program its very literal. An example from one of articles is that .1+.2=.300….4. JavaScript will not calculate .1+.2 as = .3 because to the computer that is not true.

Additionally, trying to compute two different values will not work and you’ll get a value that does not make sense to you, only the computer.

While JavaScript is pretty hard to get used to, I think I will come to see more good than bad.

Resources:

Cyrille, A. (2018, September 16). *Javascript : The bad parts and how to avoid them*. Medium. Retrieved October 31, 2022, from <https://medium.com/sunstack/javascript-the-bad-parts-and-how-to-avoid-them-1a7c9bc5a0dd>

Au-Yeung, J. (2020, June 6). The Bad Parts of JavaScript. Retrieved October 31, 2022, from <https://javascript.plainenglish.io/the-bad-parts-of-javascript-fdfa37b8cad3>