



ICT in SES

JavaScript

Lesson Nº5



General information

JavaScript



What is JavaScript

- Programming language, often written as JS
- Created for dynamic web pages and web applications
- Traditionally JS programs are called scripts (in the past there were JS interpreters)
- JS is not related to Java
- JS could run on a server or in user's browser

History of JS



History

- 1995 – In Netscape Navigator 2.0 (JS was initially called Mocha, then LiveScript)
- 1996 – JS standardized as ECMAScript
- 1997 – First version
- 1998 – Second version
- 1999 – Third version
- 2009 – Fifth version (there is no fourth version)
- 2011 – Version 5.1

JS capabilities



Capabilities

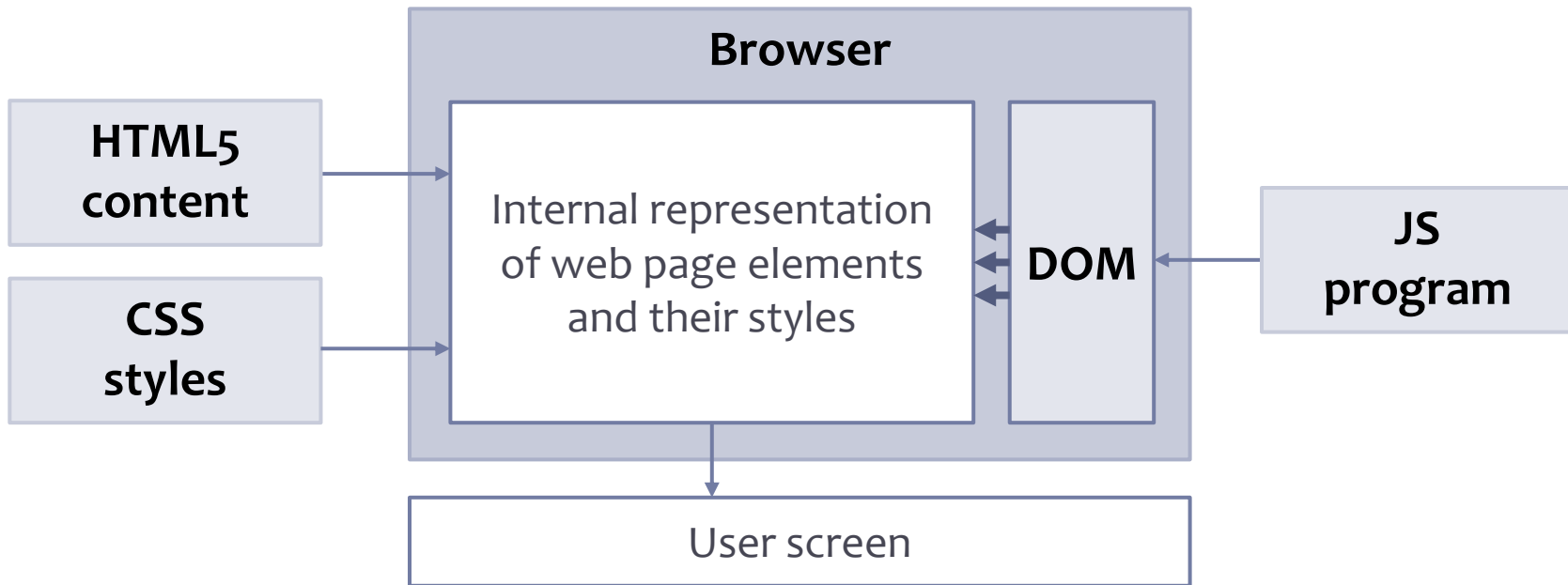
- General purpose language
- Procedural, functional and object-oriented programming
- Access to HTML elements and their styles
- Processing mouse motion, button clicks, ...

In SUICA

- Programs are in JS
- Programs use Suica, which is written in JS

Relation with HTML and CSS

- Access to properties and styles of HTML elements via DOM (Document Object Model)



Appearance



The appearance of a JS code

- Looks like C (somewhat)
- No pointers
- No types of variables

Usage



Location

- Server-side JS (not used in this course)
- Client-side JS

Usage

- External file used by all pages in a site
- Script element in a web page
- Attribute to a single HTML element

Working environment



JS console

- A developer's module in browsers supporting JS

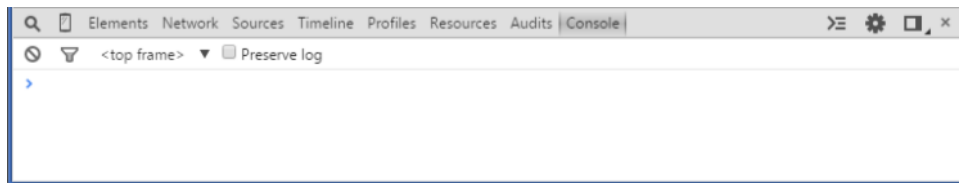
Used for

- Error messages and warnings
- Printing text results
- Real-time execution of commands

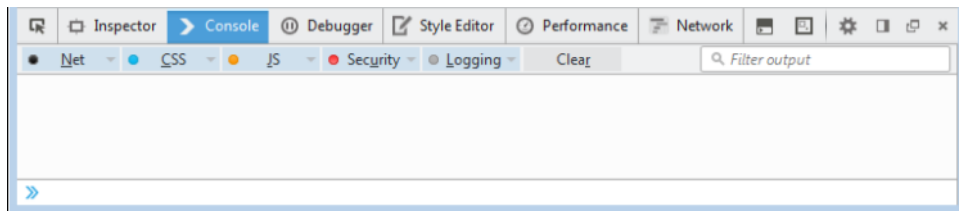
```
console.log(...);
```

Opening the console

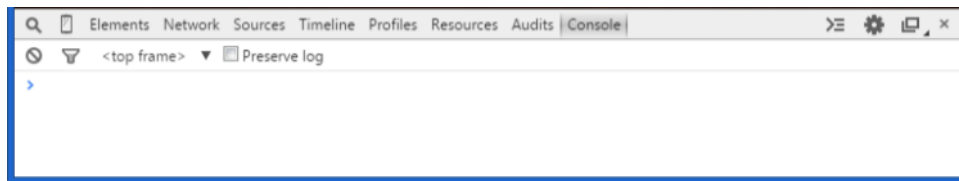
- Chrome & Ctrl-Shift-I



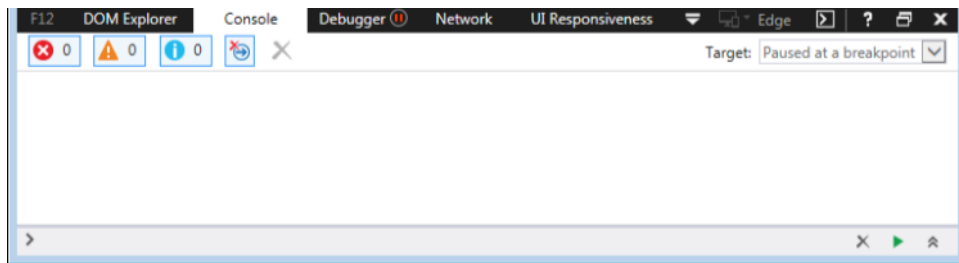
- FireFox & Ctrl-Shift-I



- Opera & Ctrl-Shift-I



- Internet Explorer & F12 . .



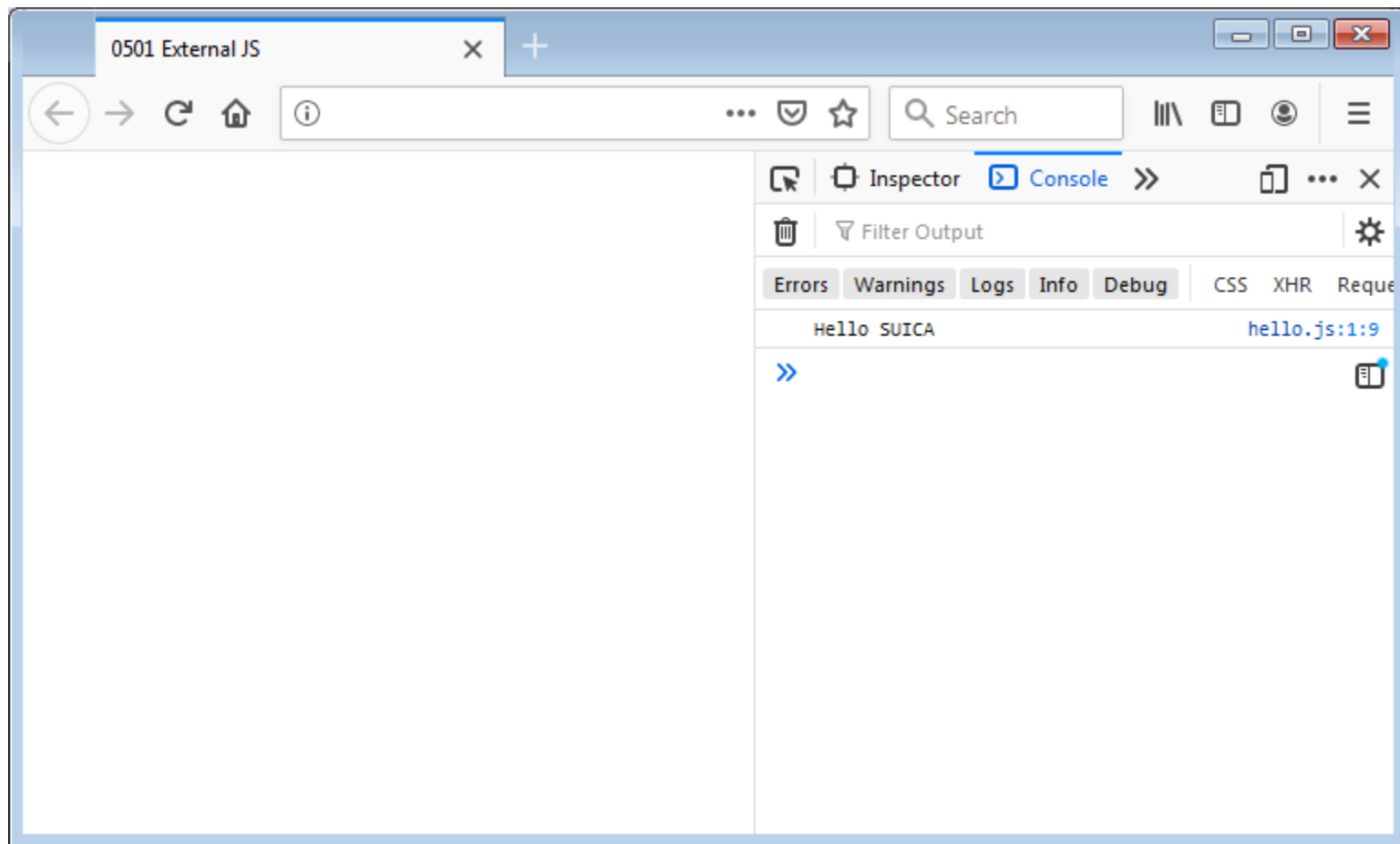
External JS



JS in external files

- Sharing JS code among several pages
- Used in `<script>` inside `<head>` or `<body>`, attribute **src** points the path and name of the JS file
- Element `<script>` must be closed by `</script>`
- Traditional extension **.js**

```
<head>  
  <script src="hello.js"></script>  
</head>
```



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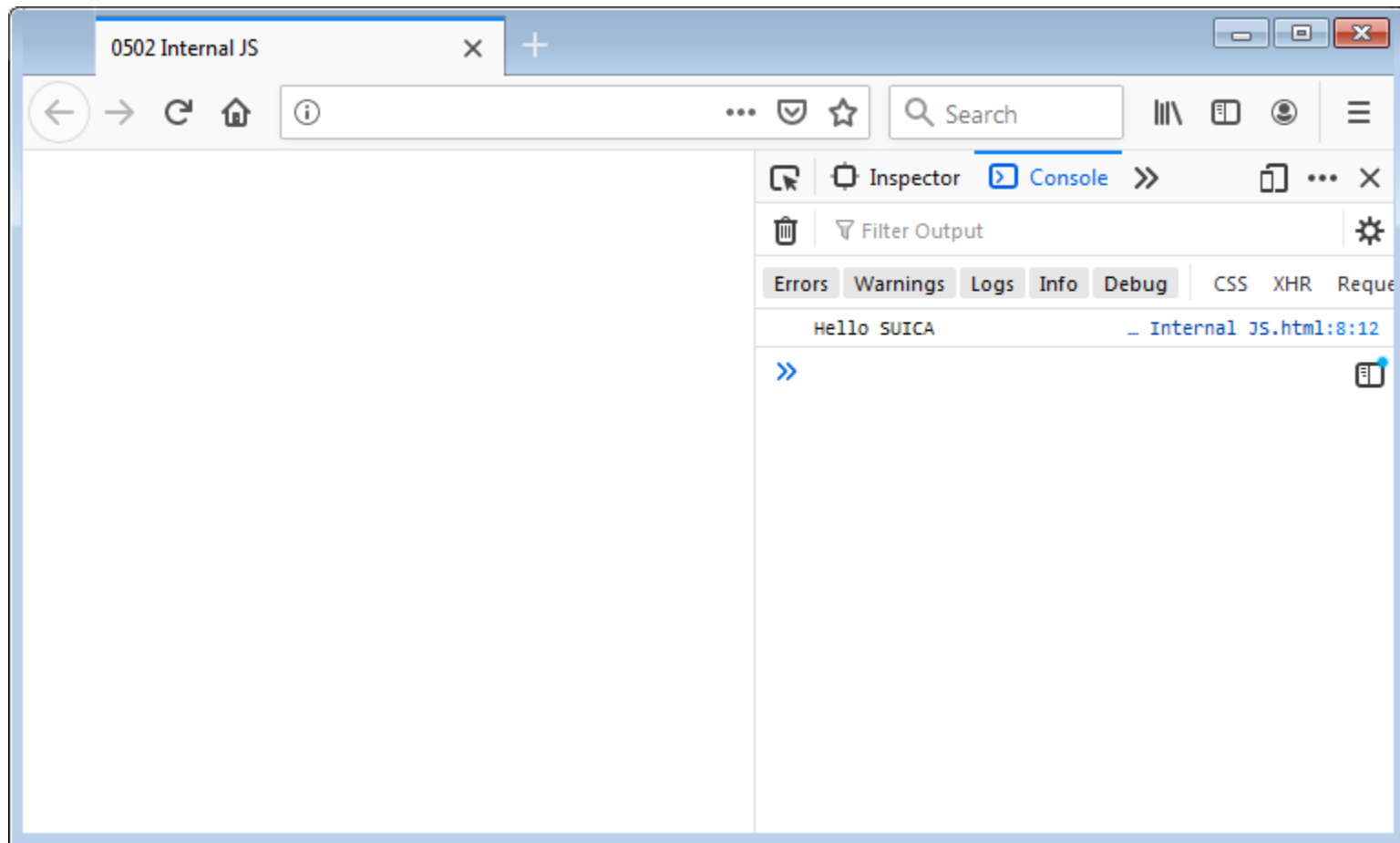
Internal JS



JS in <script>

- Located in <head> or in <body>

```
<head>
  <title>0502 Internal JS</title>
  <script>
    console.log('Hello SUICA');
  </script>
</head>
```



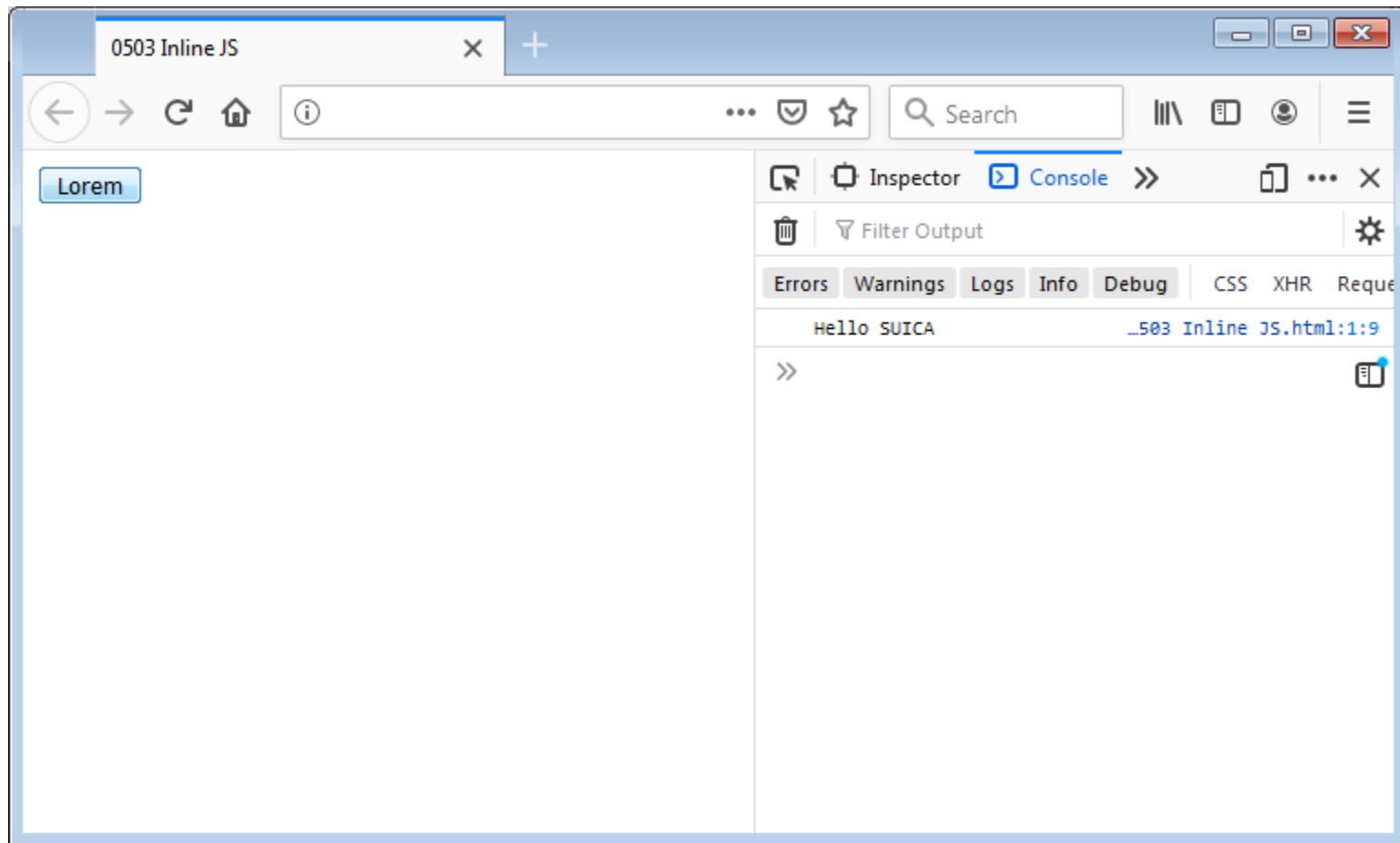
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JS in attribute of HTML element

- Used in attributes reacting on user's interaction (e.g. clicking, hovering, etc.)

```
<body>  
  <button onclick="console.log('Hello SUICA');">  
    Lorem  
  </button>  
</body>
```



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Data types

Data types



Simple data types

- Numbers
- Strings
- Booleans

Complex data types

- Arrays
- Objects
- Functions

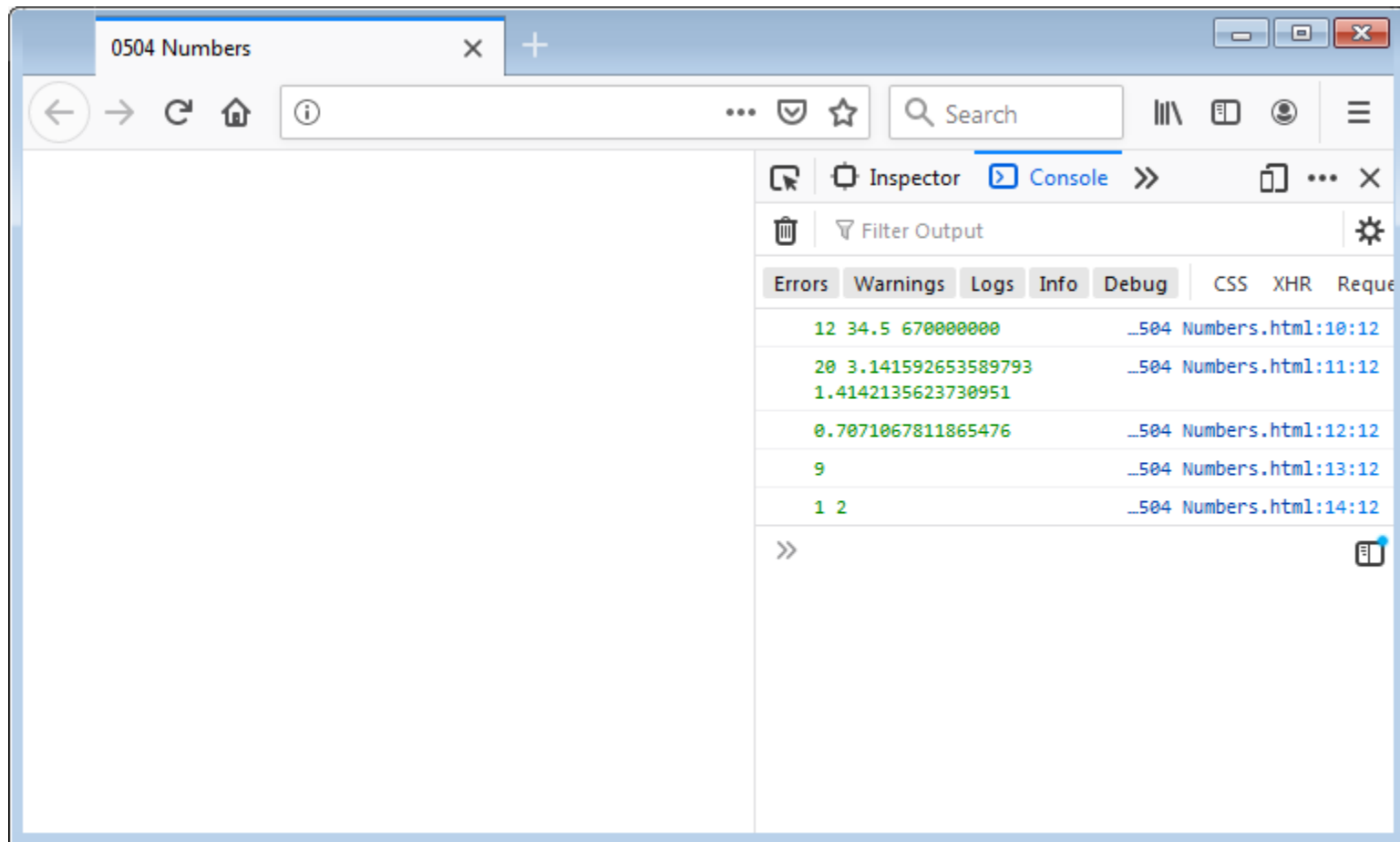
Simple data types



Numbers

- No distinction between integer and floating point numbers
- Supported are all traditional operations
- Functions and constants are defined in **Math**

```
console.log( 12, 34.5, 6.7e+8 );  
console.log( (2+3)*4, Math.PI, Math.SQRT2 );  
console.log( Math.sin(Math.PI/4) );  
console.log( Math.max(3,1,4,1,5,9,2,6) );  
console.log( Math.floor(1.8), Math.round(1.8) );
```

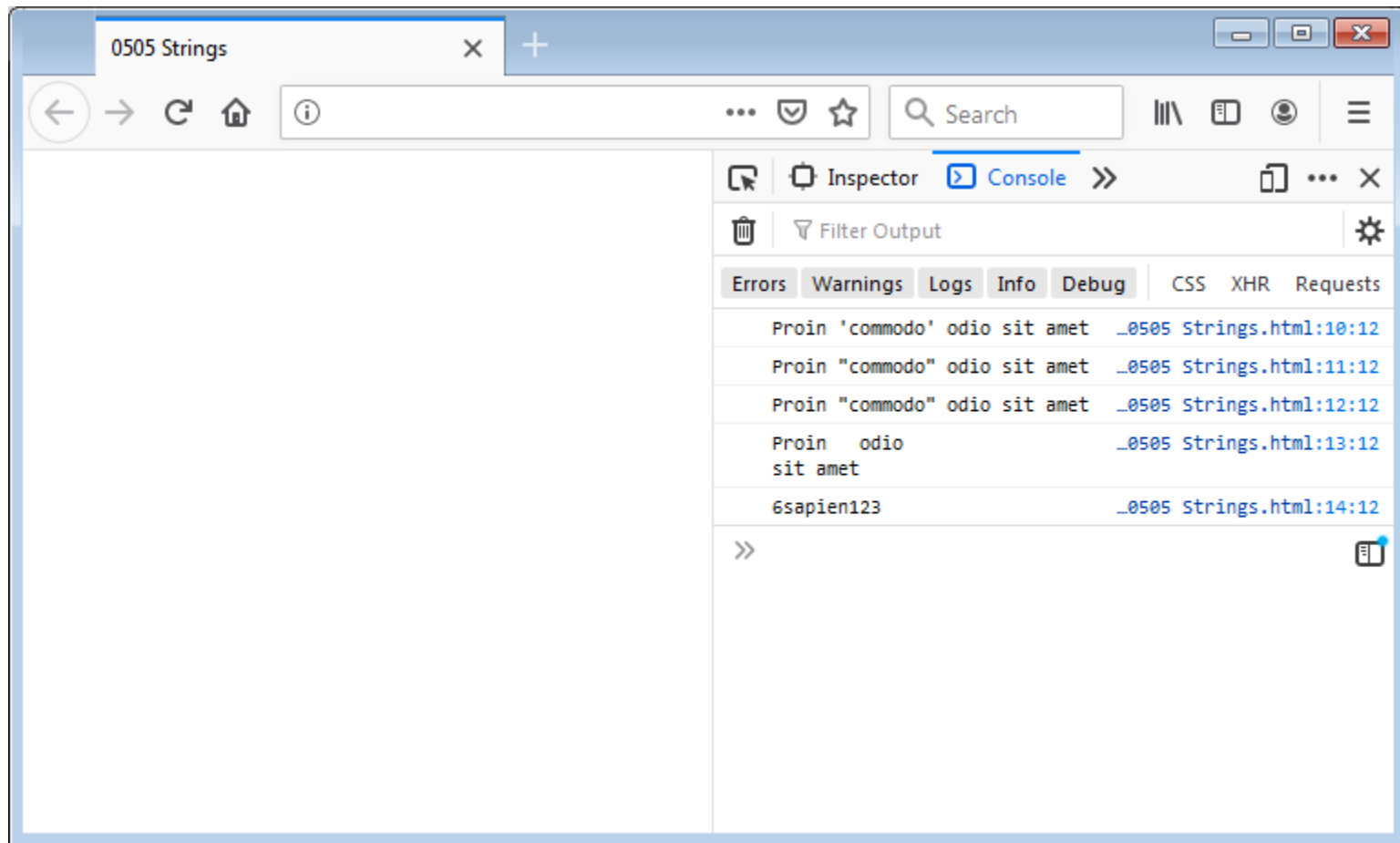


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Strings

- Constants framed in quotes "... " or '... '
- Special symbols preceded by \
- New line \n and tab \t
- Automatic conversion of numbers to strings

```
console.log("Proin 'commodo' odio sit amet");  
console.log('Proin "commodo" odio sit amet');  
console.log("Proin \"commodo\" odio sit amet");  
console.log('Proin\todio\nsit amet');  
console.log(1+2+3+'sapient'+1+2+3);
```

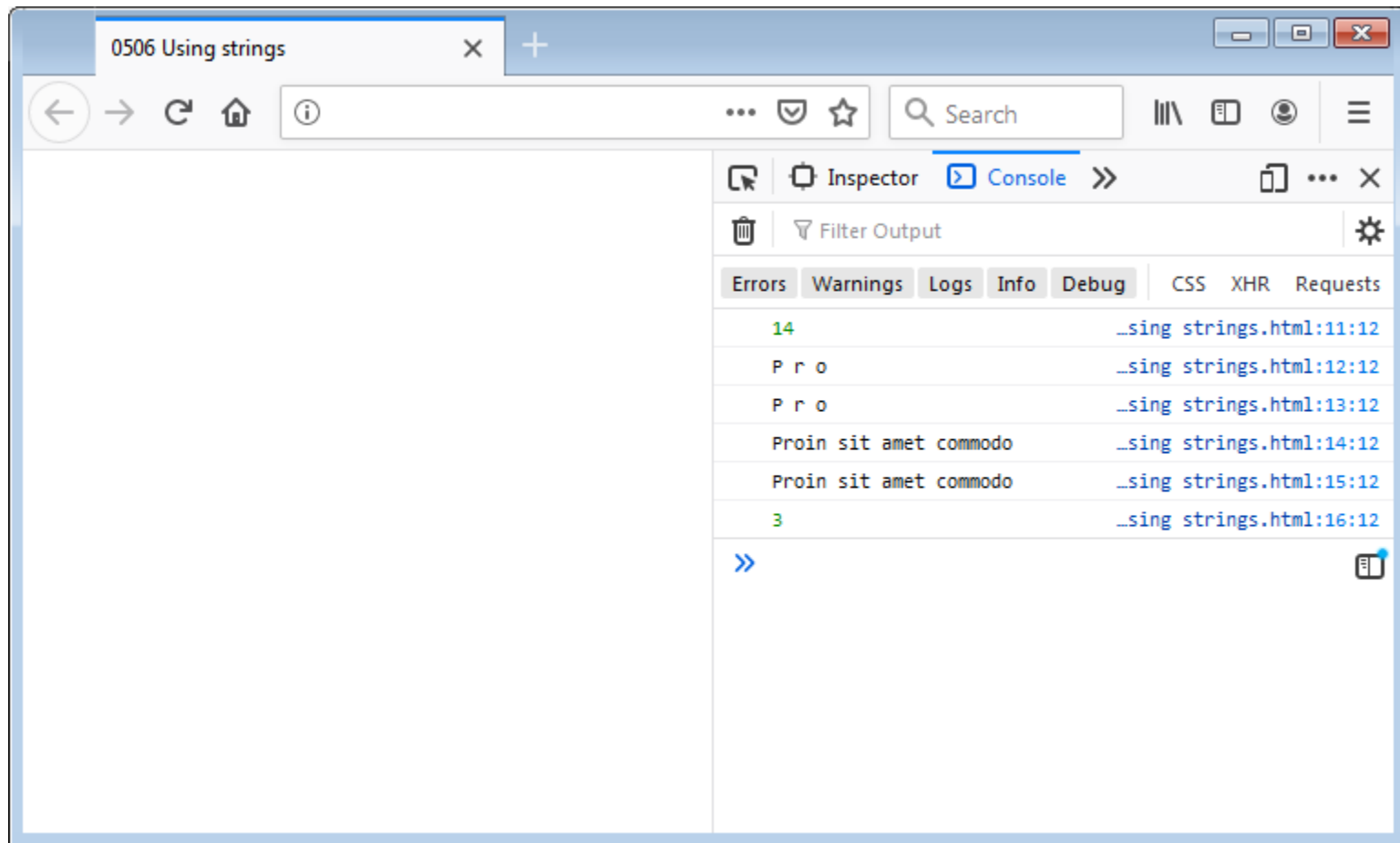


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Using strings

- Property **length** for string length
- Method **charAt** and **[...]** to access a character
- Method **concat** and **+** to concatenate
- Methods **indexOf** and **search** to search for a substring

```
var a = "Proin sit amet";  
console.log(a.length);  
console.log(a.charAt(0), a.charAt(1), a.charAt(2));  
console.log(a[0], a[1], a[2]);  
console.log(a.concat(" commodo"));  
console.log(a+" commodo");  
console.log(a.indexOf('in'));
```

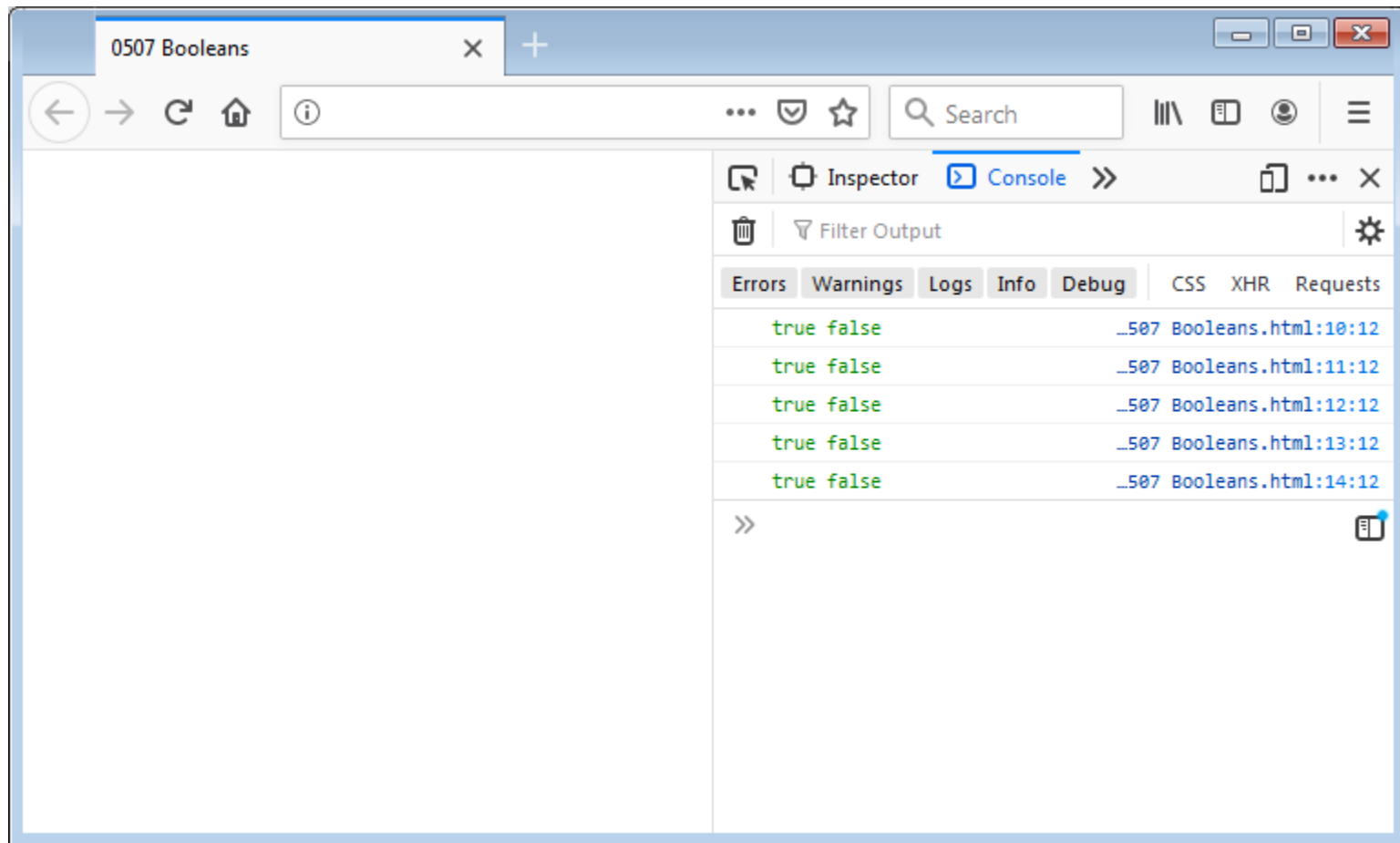


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Booleans

- Constants **true** and **false**
- Standard boolean operators **&&**, **||**, **!**
- Comparison results with **<**, **=** and **>** are boolean
- Function **Boolean** defines whether a value will be considered as true or false

```
console.log(true, false);  
console.log(5>3, 2<=1);  
console.log(true || false, true && false);  
console.log(Boolean("zero"), Boolean(0));  
console.log(Boolean(5), Boolean(""));
```



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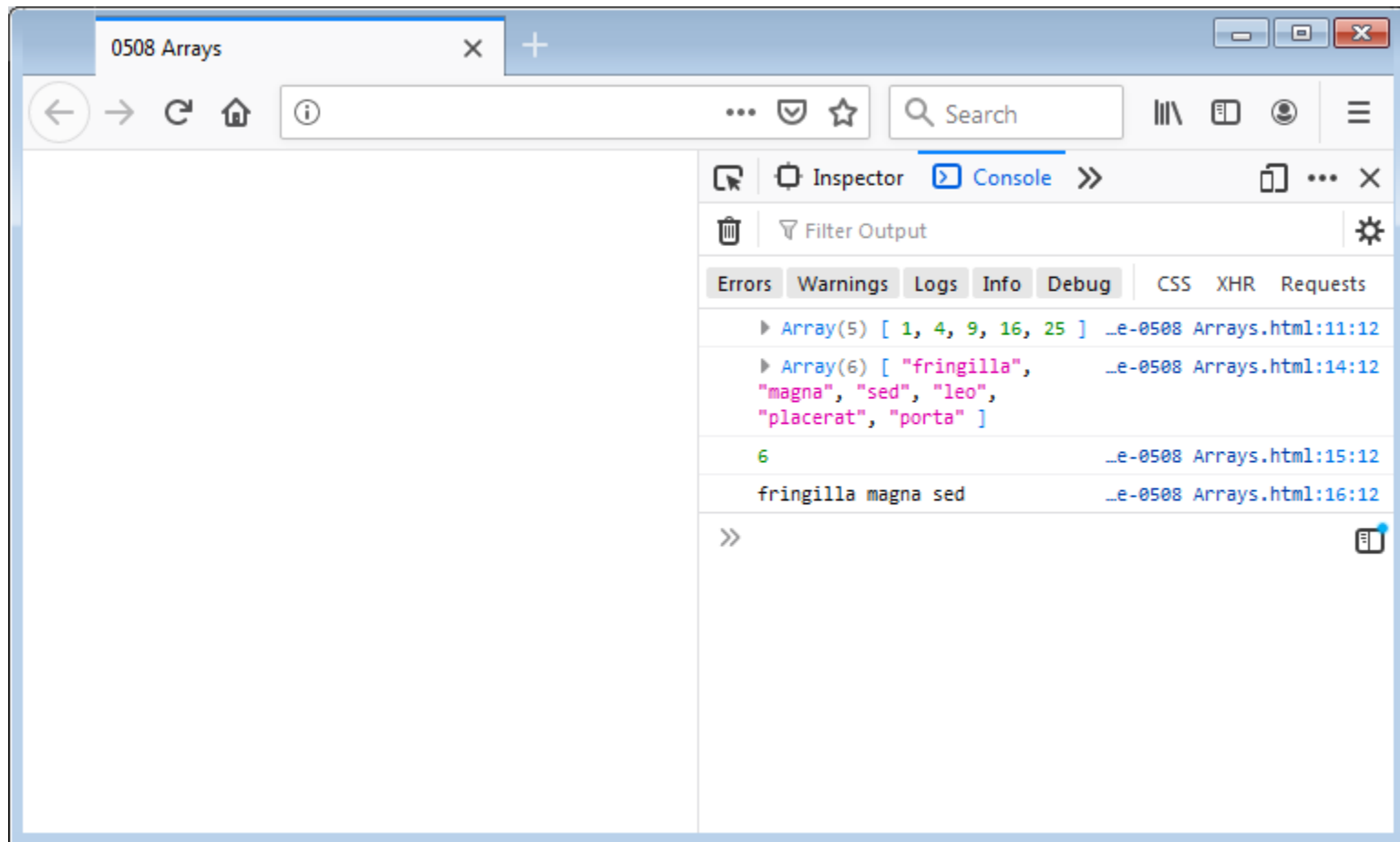
Complex data types



Arrays

- Access to elements with [...]
- Indices start from 0, number of elements is length
- Array elements could be of different data types

```
a = [1,4,9,16,25];  
console.log(a);  
b = ['fringilla','magna','sed','leo'];  
console.log(b);  
console.log(b.length);  
console.log(b[0],b[1],b[2]);
```



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Using arrays

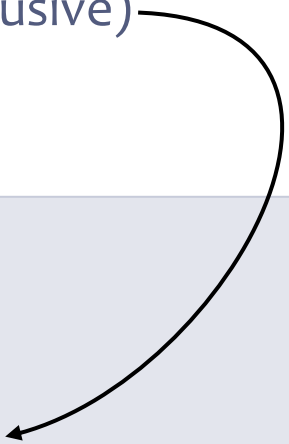
- Adding elements to the end with **push**
- Sorting with **sort**
- Extracting subarray with **slice**

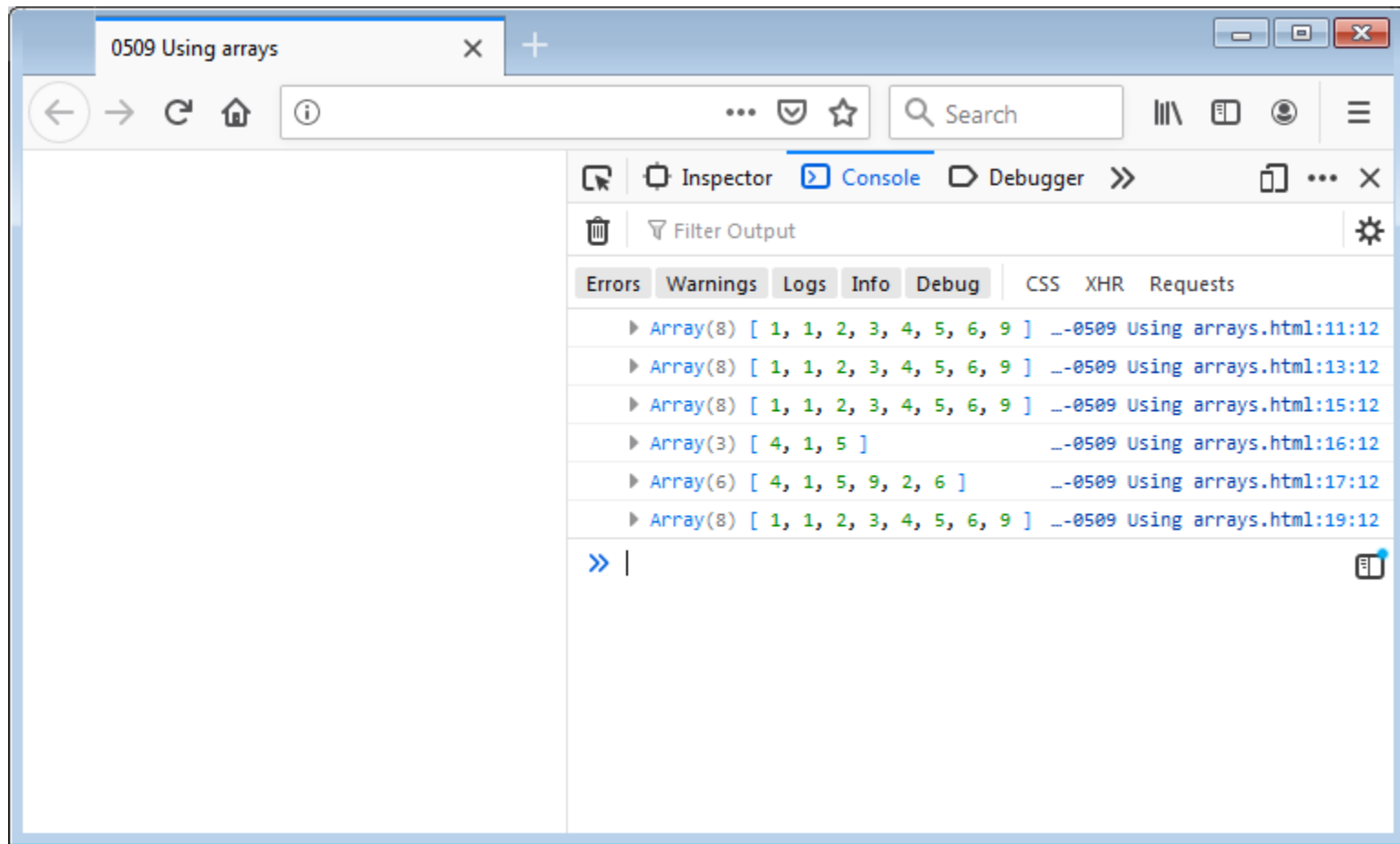
from index to another index (exclusive)

from index to the end

From index 2
to index 4
(inclusive)

```
a = [3,1,4,1,5];  
a.push(9,2);  
a.push(6);  
console.log(a.slice(2,5));  
console.log(a.slice(2));  
a.sort();
```





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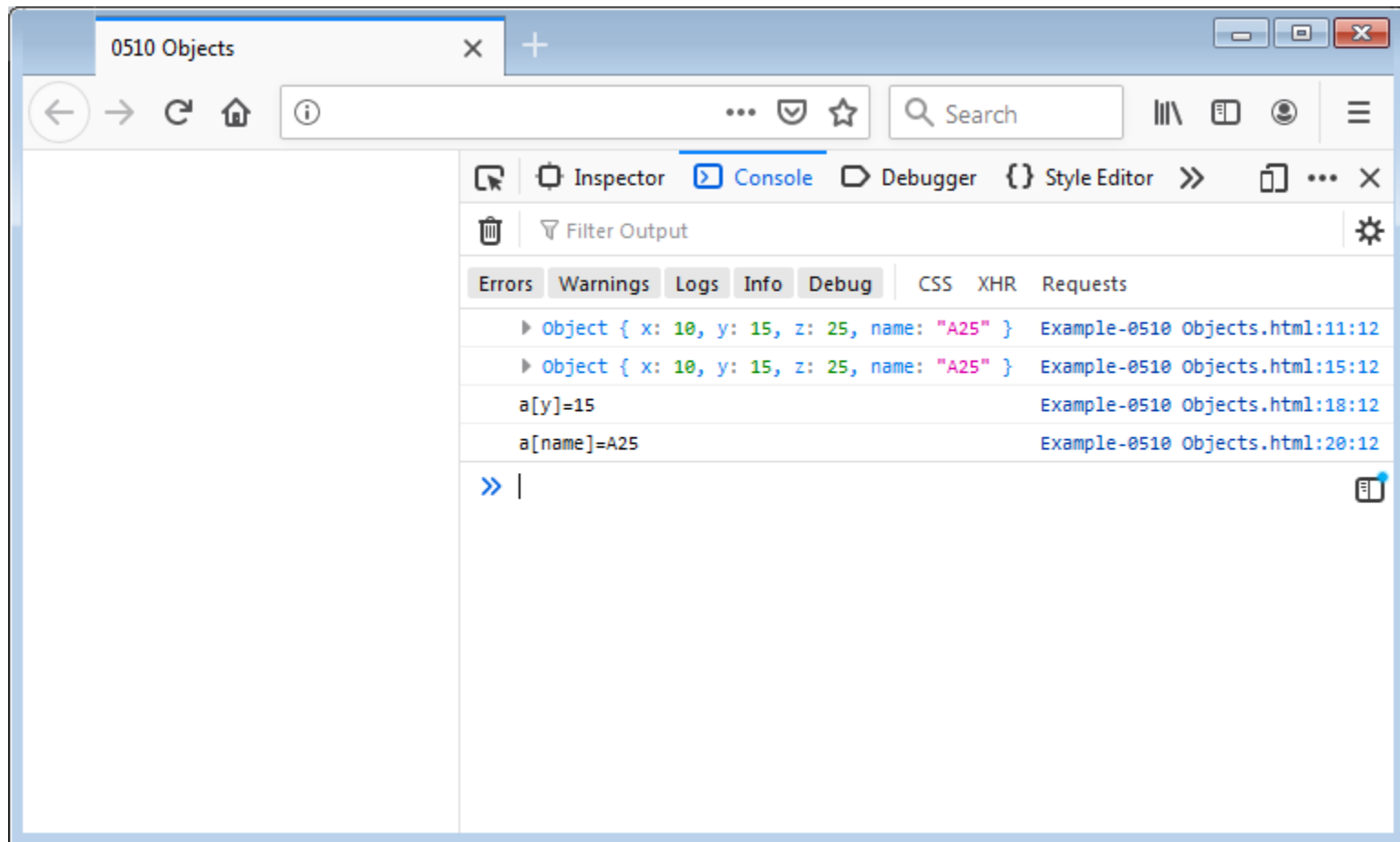
Objects

- Constants {name:value, name:value, ...}
- Access to elements with object.name or object[name]

```
a = {x:10, y:15};  
console.log(a);
```

```
a.z = a.x+a.y;  
a.name = "A"+a.z;  
console.log(a);
```

```
i = 'name';  
console.log('a['+i+']= '+a[i]);
```



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Syntax

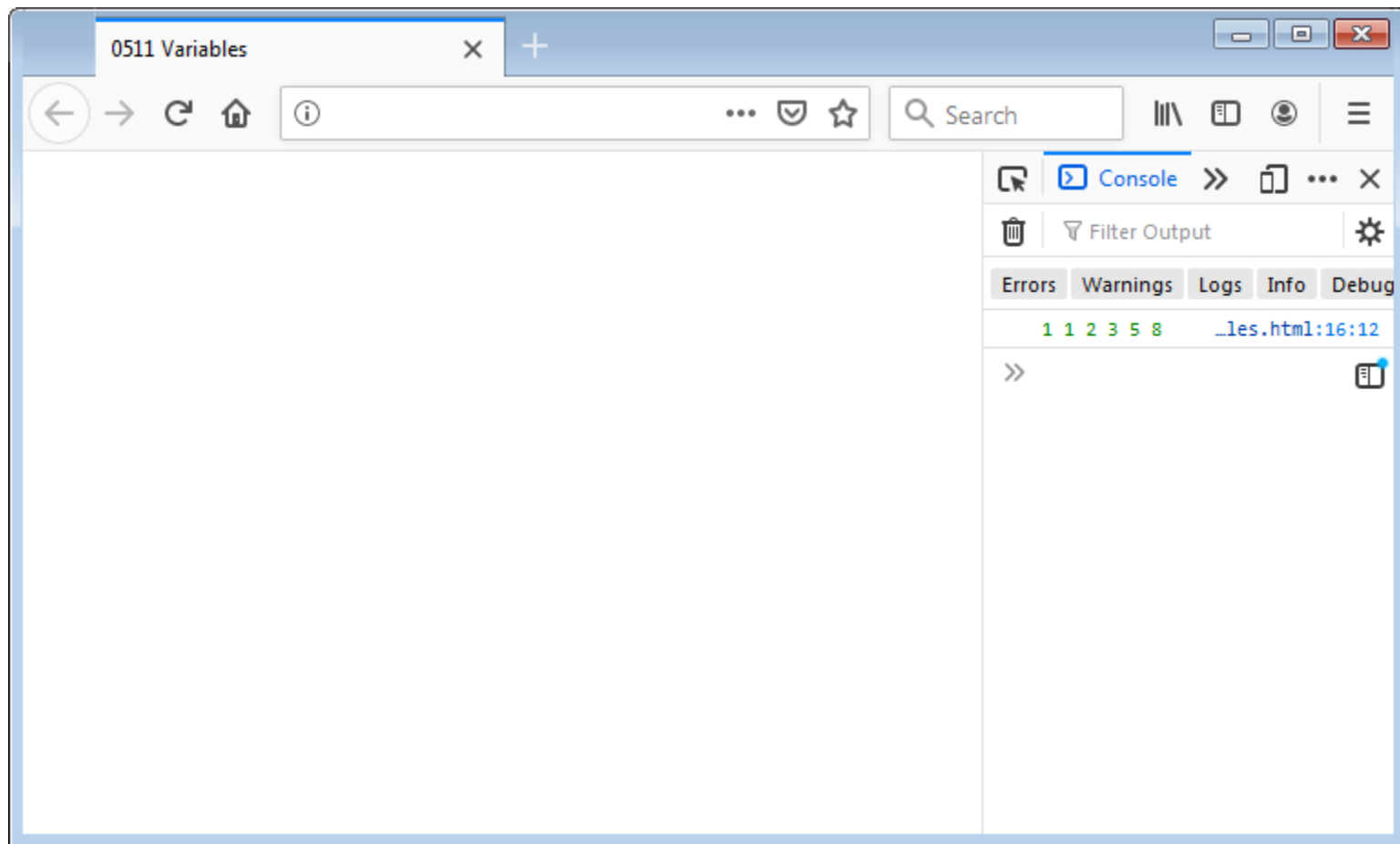
Variables



Variables in JS

- Could change the type of their values
- There are local and global variables
- Local variable is created with **var name;**
- Value is assigned with **name = value;**
- If a variable does not exist, it is created as global

```
x1 = 1;  
x2 = 1;  
x3 = x1+x2;
```



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If

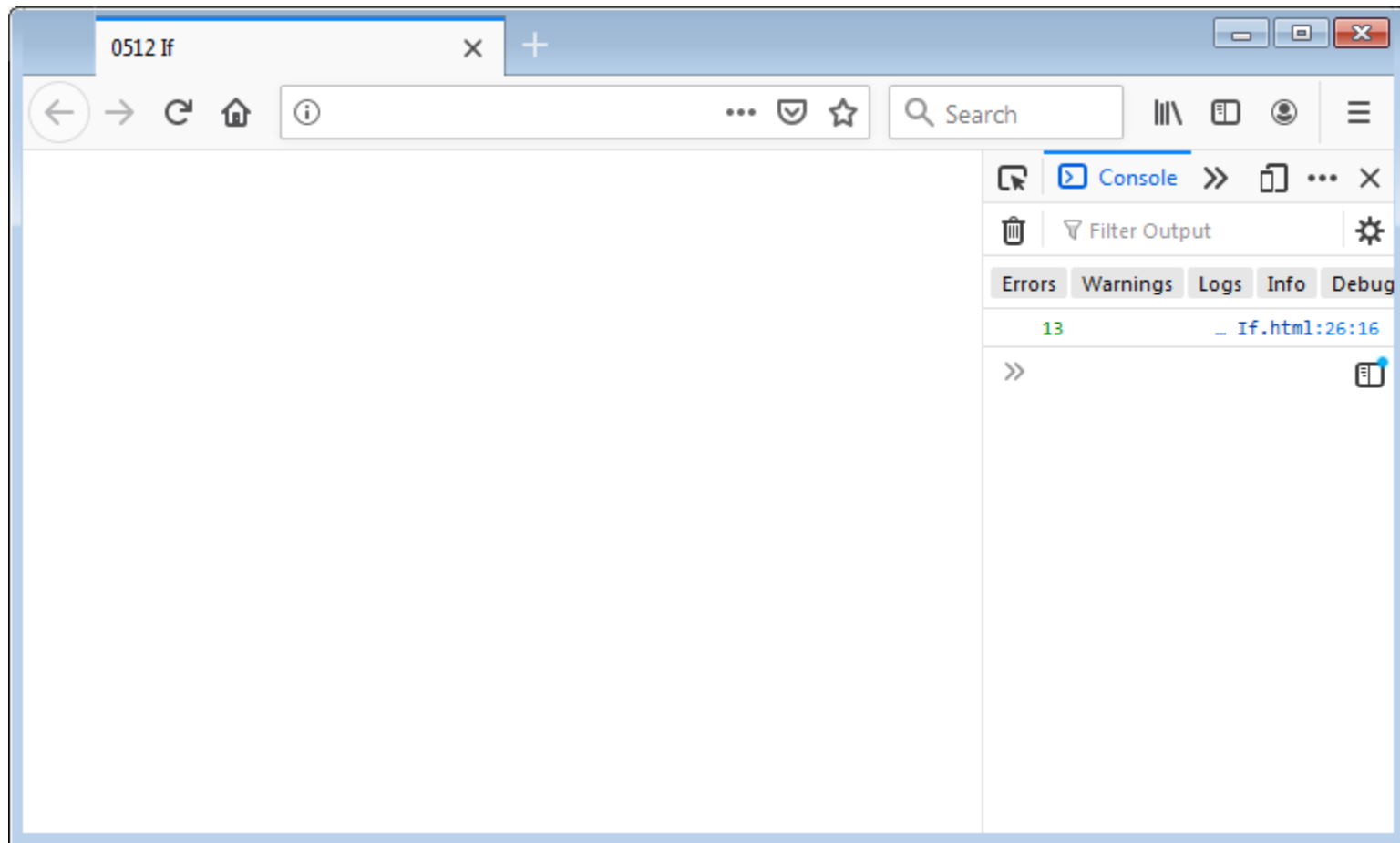
- As a command

if (condition) {commands}

if (condition) {commands} else {commands}

if (condition) {commands} else if (condition) {commands} ...

```
if (x>y)
{
    if (x>z)
        { console.log(x); }
    else
        { console.log(z); }
}
```



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Attention!

- All data types can be used as boolean values
- Examples for data, which is considered **false**:

The actual value **false**

Numerical zero **0**

Empty string **""**

Undefined variable **undefined**

Empty value **null**

Not-a-number values **NaN**

- Conversion to boolean values is done automatically in command **if**, function **Boolean** и operator **!**

Cycle


- Standard cycle with initial values, condition and increment
`for (initial; condition; step) {commands}`

```
for (var i=1; i<5; i++)  
{  
    console.log(i+'\t'+i*i);  
}
```

- Condition checked on every step `while (condition) {commands}`

```
while (i<100)  
{  
    console.log(i+'\t'+i*i);  
    i = 2*i;  
}
```

0513 For & while



Console

Filter Output

ErrorsWarningsLogsInfoDebug

n	n^2	_file.html:10:12
1	1	_file.html:13:13
2	4	_file.html:13:13
3	9	_file.html:13:13
4	16	_file.html:13:13
5	25	_file.html:17:13
10	100	_file.html:17:13
20	400	_file.html:17:13
40	1600	_file.html:17:13
80	6400	_file.html:17:13

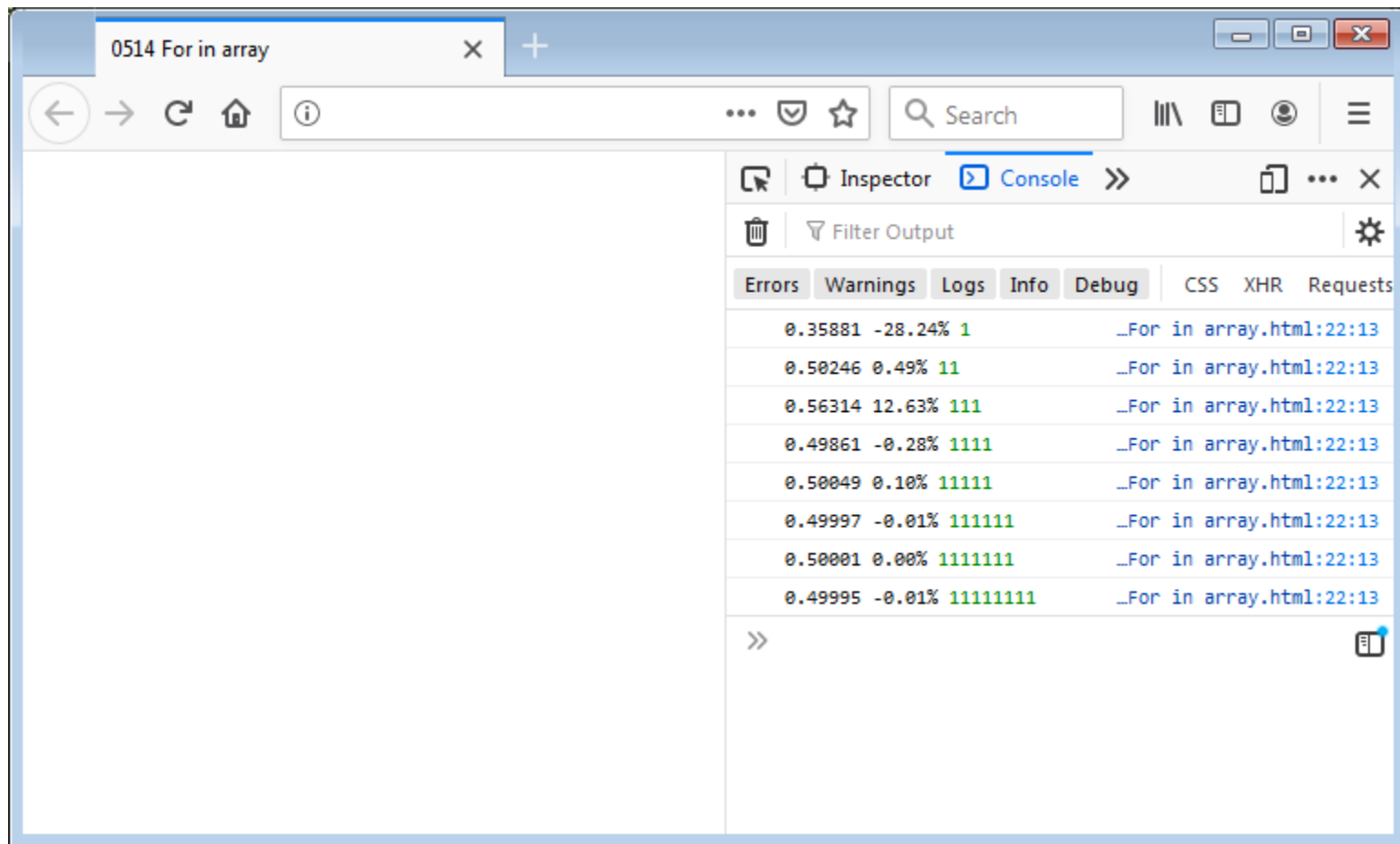
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- Traversal with `for (variable in array) {...}`
- Variables gets indices as its value
- Example for calculating the average of n number in an array

```
a = [];  
for (n=1; n<100000000; n*=10)  
{  
    for (var i=0; i<n; i++) a.push(Math.random());  
    avg = 0;  
    for (var i in a) avg+=a[i]/a.length;  
    console.log(avg);  
}
```

- In `for (variable in object) {...}` the variable gets object's elements names as values



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Functions

Functions in JS

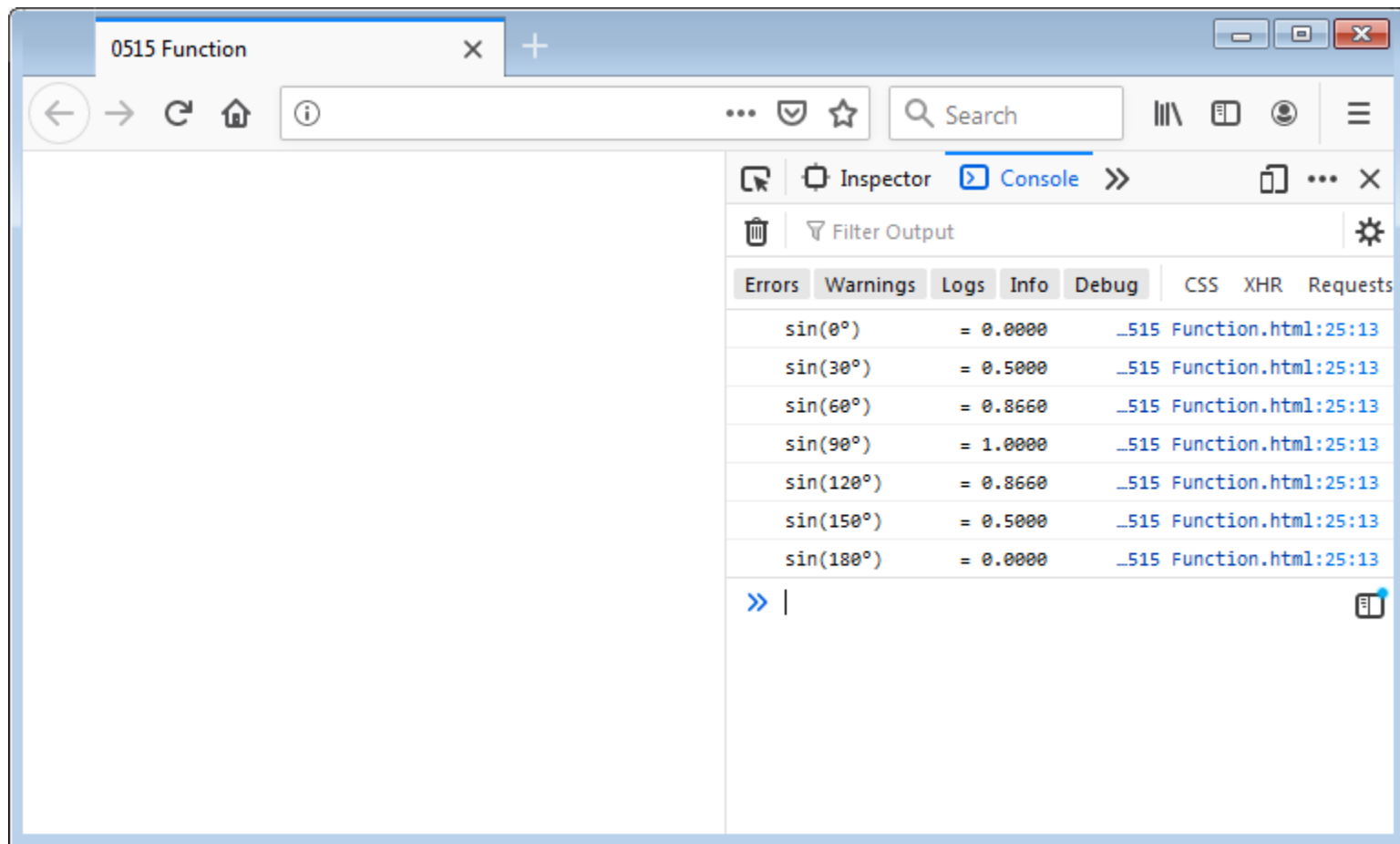


Function definition

- Reserved word **function**
- No function type and parameters types
- Result is returned with **return**

```
function rad(x) { return x*Math.PI/180; }
```

```
function sin(x)  
{ var r = rad(x);  
  return Math.sin(r);  
}
```

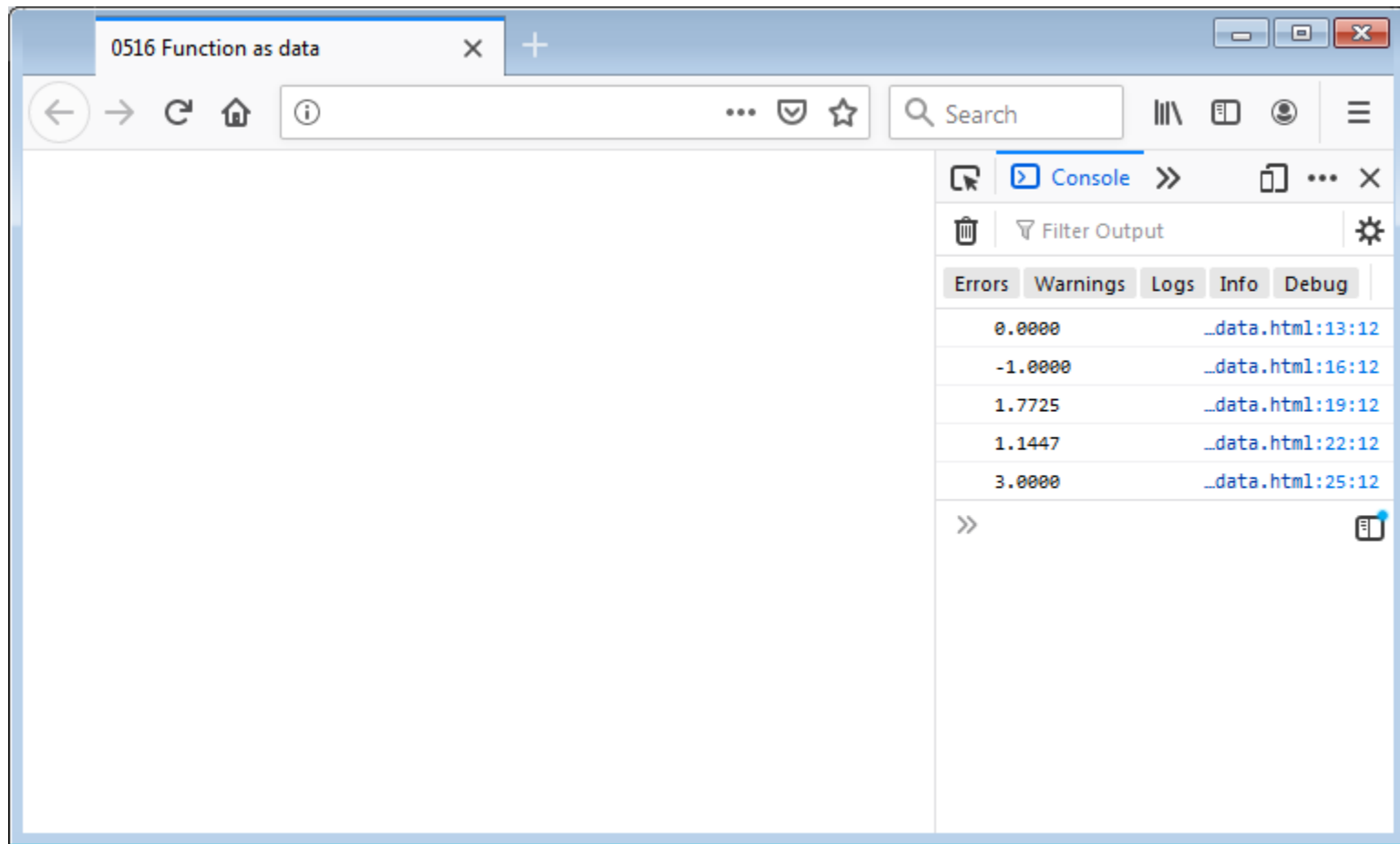


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Functions as data

- No pointers in JS
- Function without (...) is data
- Could be assigned to variables or passed as parameters

```
x = Math.PI;  
fun = Math.sin;  
console.log(fun(x));
```

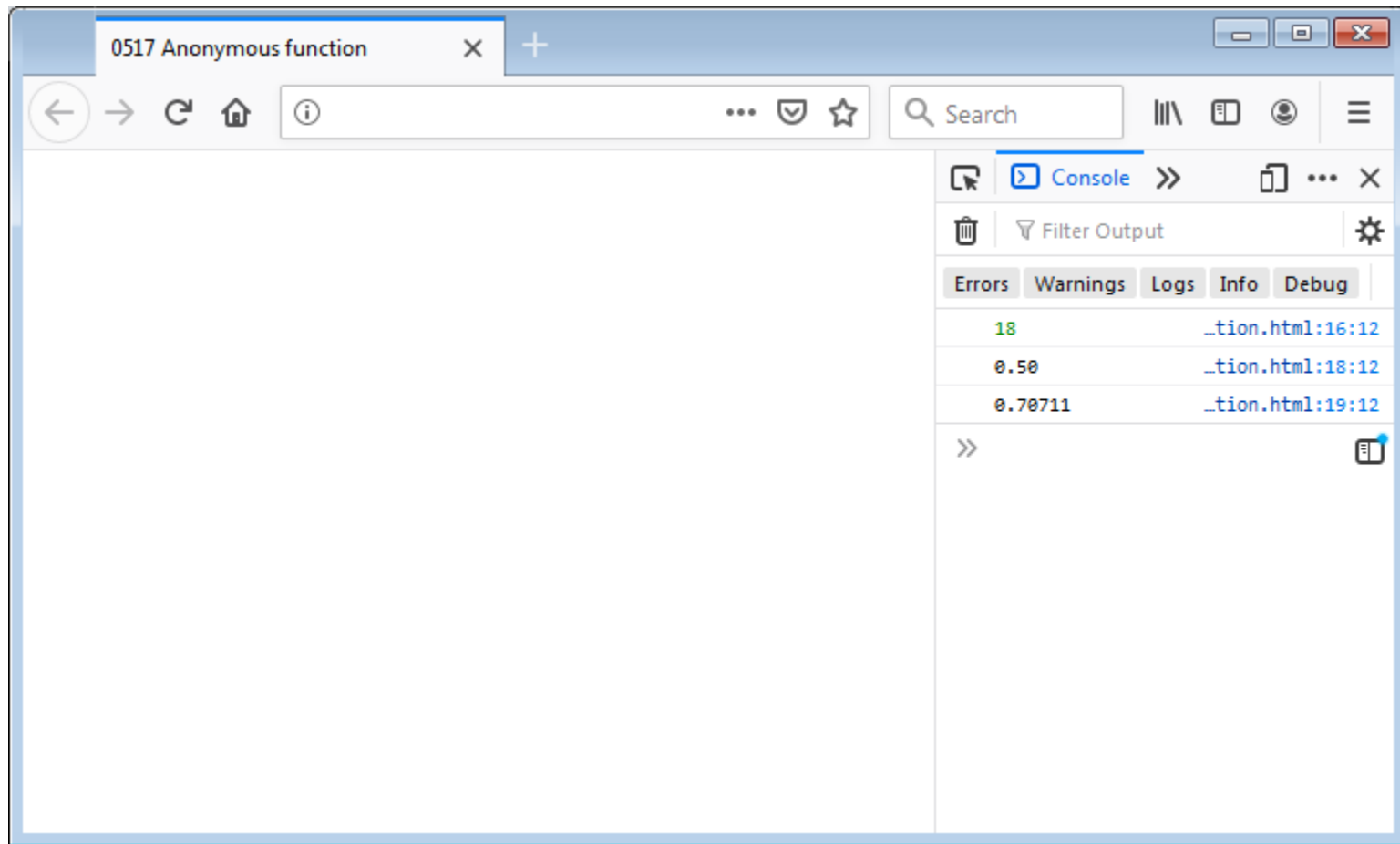


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Anonymous functions

- Function with parameters and body, but without name
- Often used when a function is assigned to data

```
fun = function(a,b) { return (a-1)*(b+1); };  
console.log(fun(4,5));  
  
function calc(fun,arg,n)  
{  
    return fun(arg).toFixed(n);  
}  
console.log(  
    calc( function(x){return 1/Math.sqrt(x);},4,2 )  
);
```

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Summary

JavaScript



Language JavaScript

- Similar to C
- Used in a browser

Data types

- Simple: numbers, strings, booleans
- Complex: arrays, objects, functions

Variables and functions

- No type, only data have types
- Anonymous functions

More



Additional information

- Here: <http://www.w3schools.com/js/>
- There: <http://www.w3schools.com/jsref>



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The end

Comments, questions