How do you program in JavaScript?

From Wikipedia:

... supporting **object-oriented**, **imperative**, and **functional programming**

... Original programming conventions (i.e. patterns) rather than language features
  - ECMAScript adding language features (e.g. class, =>, etc.)
Object-oriented programming: methods

- A property of an object can be a function

```javascript
var obj = {count: 0};
obj.increment = function (amount) {
    this.count += amount;
    return this.count;
}
```

- Method invocation:

```javascript
obj.increment(1);  // returns 1
obj.increment(3);  // returns 4
```
**this**

- In methods this will be bound to the object

```javascript
var o = {oldProp: 'this is an old property'};
o.aMethod = function() {
    this.newProp = "this is a new property";
    return Object.keys(this);  // will contain 'newProp'
}
o.aMethod(); // will return ['oldProp','aMethod','newProp']
```

- In non-method functions:
  - this will be the global object
  - Or if "use strict"; this will be undefined
functions can have properties too

function plus1(value) {
  if (plus1.invocations == undefined) {
    plus1.invocations = 0;
  }
  plus1.invocations++;
  return value + 1;
}

● plus1.invocations will be the number times function is called
● Acts like static/class properties in object-oriented languages
Object-oriented programming: classes

Functions are classes in JavaScript: Name the function after the class

```javascript
function Rectangle(width, height) {
    this.width = width;
    this.height = height;
    this.area = function() { return this.width*this.height; }
}
var r = new Rectangle(26, 14);   // {width: 26, height: 14}
```

Functions used in this way are called **constructors**:

```
r.constructor.name == 'Rectangle'
```

```javascript
console.log(r): Rectangle { width: 26, height: 14, area: [Function] }
```
Object-oriented programming: inheritance

- Javascript has the notion of a **prototype** object for each object instance
  - Prototype objects can have prototype objects forming a **prototype chain**

- On an object property read access JavaScript will search the up the prototype chain until the property is found
  - Effectively the properties of an object are its **own** property in addition to all the properties up the prototype chain. This is called prototype-based inheritance.

- Property updates are different: always create property in object if not found
function Rectangle(width, height) {
    this.width = width;
    this.height = height;
}
Rectangle.prototype.area = function() {
    return this.width*this.height;
}
var r = new Rectangle(26, 14);  // {width: 26, height: 14}
var v = r.area();       // v == 26*14
Object.keys(r) == ['width', 'height']  // own properties

Note: Dynamic - changing prototype will cause all instances to change
Prototype versus object instances

var r = new Rectangle(26, 14);

Understand the difference between:

    r.newMethod = function() { console.log('New Method called'); }  

And:

    Rectangle.prototype.newMethod = 
        function() { console.log('New Method called'); }
Inheritance

Rectangle.prototype = new Shape(...);

- If desired property not in Rectangle.prototype then JavaScript will look in Shape.prototype and so on.
  - Can view prototype objects as forming a **chain**. Lookups go up the prototype chain.

- Prototype-based inheritance
  - Single inheritance support
  - Can be dynamically created and modified
ECMAScript version 6 extensions

class Rectangle extends Shape { // Definition and Inheritance
  constructor(height, width) {
    super(height, width);
    this.height = height;
    this.width = width;
  }
  area() { // Method definition
    return this.width * this.height;
  }
  static countRects() { // Static method
    ...
  }
}

var r = new Rectangle(10,20);
React.js example class

class HelloWorld extends React.Component {
  constructor(props) {
    super(props);
    ...
  }
  render() {
    return (<div>Hello World</div>);
  }
}
Functional Programming

- Imperative:
  ```javascript
  for (var i = 0; i < anArr.length; i++) {
    newArr[i] = anArr[i] * i;
  }
  ```

- Functional:
  ```javascript
  newArr = anArr.map(function (val, ind) {
    return val * ind;
  });
  ```

- Can write entire program as functions with no side-effects
  ```javascript
  anArr.filter(filterFunc).map(mapFunc).reduce(reduceFunc);
  ```
Functional Programming - ECMAScript 6

- Imperative:
  ```javascript
  for (var i = 0; i < anArr.length; i++) {
    newArr[i] = anArr[i]*i;
  }
  ```

- Functional:
  ```javascript
  newArr = anArr.map((val, ind) => val*ind);  // Arrow function
  ```

- Can write entire program as functions with no side-effects
  ```javascript
  anArr.filter(filterFunc).map(mapFunc).reduce(reduceFunc);
  ```

  Arrow functions don't redefine this
Can mostly but not totally avoid functional style

- Asynchronous events done with callback functions

  **Browser:**
  ```javascript
  function callbackFunc() { console.log("timeout"); }
  setTimeout(callbackFunc, 3*1000);
  ```

  **Server:**
  ```javascript
  function callbackFunc(err, data) { console.log(String(data)); }
  fs.readFile('/etc/passwd', callbackFunc);
  ```

- Node.js programming: Write function for HTTP request processing
- React's JSX prefers functional style: map(), filter(), ?:
Closures

An advanced programming language concept you need to know about

```javascript
var globalVar = 1;
function localFunc(argVar) {
    var localVar = 0;
    function embedFunc() {return ++localVar + argVar + globalVar;}
    return embedFunc;
}
var myFunc = localFunc(10);  // What happens if a call myFunc()? Again?

● myFunc closure contains argVar, localVar and globalVar
```
Using Scopes and Closures

- Consider effect on the scopes of:

```
var i = 1;
...
```

Versus

```
(function () {
    var i = 1;
    ...

})(());
```
Using closures for private object properties

```javascript
var myObj = (function() {
    var privateProp1 = 1;  var privateProp2 = "test";
    var setPrivate1 = function(val1) { privateProp1 = val1; }
    var compute = function() {return privateProp1 + privateProp2;}
    return {compute: compute, setPrivate1: setPrivate1};
})();

typeof myObj;        // 'object'
Object.keys(myObj);  // [ 'compute', 'setPrivate1' ]

What does myObj.compute() return?
```
null

Beware of this and nested functions

'use strict';
function readFileMethod() {
  fs.readFile(this.fileName, function (err, data) {
    if (!err) {
      console.log(this.fileName, 'has length', data.length);
    }
  });
}
var obj = {fileName: "aFile"; readFile: readFileMethod};
obj.readFile();
  ● Generates error on the console.log state since this is undefined
Beware of this and nested functions - work around

'use strict';
function readFileMethod() {
    fs.readFile(this.fileName, (err, data) => {
        if (!err) {
            console.log(this.fileName, 'has length', data.length);
        }
    });
}
var obj = {fileName: "aFile"; readFile: readFileMethod};
obj.readFile();

● Works since an arrow function doesn't smash this
Closures can be tricky with imperative code

```
// Read files './file0' and './file1' and return their length
for (var fileNo = 0; fileNo < 2; fileNo++) {
    fs.readFile('./file' + fileNo, function (err, data) {
        if (!err) {
            console.log('file', fileNo, 'has length', data.length);
        }
    });
}
```

- Ends up printing two files to console both starting with:
  file 2 has length
  Why?
Stepping through the execution

for (var fileNo = 0; fileNo < 2; fileNo++) {
    fs.readFile('./file' + fileNo, function (err, data) {
        if (!err) {
            console.log('file', fileNo, 'has length', data.length);
        }
    });
}
Stepping through the execution

```javascript
for (var fileNo = 0; fileNo < 2; fileNo++) {
    fs.readFile('./file' + fileNo, function (err, data) {
        if (!err) {
            console.log('file', fileNo, 'has length', data.length);
        }
    });
}
```

Call the function `fs.readFile`, before we can we must evaluate the arguments: the first argument results from the string concatenation operation forming "./file0", the second argument is a function which is passed as a function and its closure containing the variables accessed by the function. In this case only `fileNo` is accessed by the function so the closure contains `fileNo` (which is currently 0).
for (var fileNo = 0; fileNo < 2; fileNo++) {
    fs.readFile('./file' + fileNo, function (err, data) {
        if (!err) {
            console.log('file', fileNo, 'has length', data.length);
        }
    });
}

Note that `fs.readFile` returns after it has started reading the file but before it has called the callback function. The execution does the `fileNo++` and calls back to `fs.readFile` with an argument of `"./file1"` and a new closure and function. The closure has only `fileNo` (which is currently 1).
Stepping through the closure example

```javascript
for (var fileNo = 0; fileNo < 2; fileNo++) {
    fs.readFile('./file' + fileNo, function (err, data) {
        if (!err) {
            console.log('file', fileNo, 'has length', data.length);
        }
    });
}
```

After creating two function with closures and calling `fs.readFile` twice the `for` loop finishes. Some time later in the execution the file reads will finish and `fs.readFile` will call the functions we passed. Recall that `fileNo` is now 2.
Sometime later: file0 read finishes...

```javascript
for (var fileNo = 0; fileNo < 2; fileNo++) {
    fs.readFile('./file' + fileNo, function (err, data) {
        if (!err) {
            console.log('file', fileNo, 'has length', data.length);
        }
    });
}
```

* './file0' is read so our callback starts executing err is falsy so we go to the console.log statement.
Running callbacks....

```javascript
for (var fileNo = 0; fileNo < 2; fileNo++) {
    fs.readFile('./file' + fileNo, function (err, data) {
        if (!err) {
            console.log('file', fileNo, 'has length', data.length);
        }
    });
}
```

When evaluating the arguments to `console.log` we go to the closure and look at the current value of `fileNo`. We find it as 2. The result is we print the correct `data.length` but the wrong file number. The same thing happens for the `./fileNo1` callback.
Broken fix #1 - Add a local variable

```javascript
for (var fileNo = 0; fileNo < 2; fileNo++) {
    var localFileNo = fileNo;
    fs.readFile('./file' + localFileNo, function (err, data) {
        if (!err) {
            console.log('file', localFileNo, 'has length', data.length);
        }
    });
}
```

Closure for callback now contains `localFileNo`. Unfortunately when the callback functions run `localFileNo` will be 1. Better than before since one of the printed lines has the correct `fileNo`. 😀
A fix - Make fileNo an argument

```javascript
function printFileLength(fileNo) {
    fs.readFile('./file' + fileNo, function (err, data) {
        if (!err) {
            console.log('file', fileNo, 'has length', data.length);
        }
    });
}
for (var fileNo = 0; fileNo < 2; fileNo++) {
    printFileLength(fileNo);
}
Note: This works but sometimes it prints the file0 line first and sometimes it prints the file1 line first.
```
JavaScript Object Notation (JSON)

```javascript
var obj = { ps: 'str', pn: 1, pa: [1,'two',3,4], po: { sop: 1}};

var s = JSON.stringify(obj) =
    '{"ps":"str","pn":1,"pa":[1,"two",3,4],"po":{"sop":1}}'

typeof s == 'string'

JSON.parse(s) // returns object with same properties
```

- JSON is the standard format for sending data to and from a browser
JavaScript: The Bad Parts

Declaring variables on use - Workaround: Force declarations

```javascript
var myVar = 2*typeoVar + 1;
```

Automatic semicolon insertion - Workaround: Enforce semicolons with checkers

```javascript
return "This is a long string so I put it on its own line";
```

Type coercing equals: == - Workaround: Always use ===, !== instead

- ("
" == "0") is false but (0 == "") is true, so is (0 == '0')
- (false == '0') is true as is (null == undefined)

with, eval - Workaround: Don't use
Some JavaScript idioms

● Assign a default value

```javascript
hostname = hostname || "localhost";
port = port || 80;
```

● Access a possibly undefined object property

```javascript
var prop = obj && obj.propname;
```

● Handling multiple `this`:

```javascript
fs.readFile(this.fileName + fileNo, function (err, data) {
    console.log(this.fileName, fileNo);  // Wrong!
});
```
Some JavaScript idioms

- Assign a default value
  ```javascript
  hostname = hostname || "localhost";
  port = port || 80;
  ```
- Access a possible undefined object property
  ```javascript
  var prop = obj && obj.propname;
  ```
- Handling multiple `this`
  ```javascript
  var self = this;
  fs.readFile(self.fileName + fileNo, function (err, data) {
    console.log(self.fileName, fileNo);
  });
  ```
Some JavaScript idioms

- Assign a default value
  
  ```javascript
  hostname = hostname || "localhost";
  port = port || 80;
  ```

- Access a possible undefined object property
  
  ```javascript
  var prop = obj && obj.propname;
  ```

- Handling multiple `this`
  
  ```javascript
  fs.readFile(this.fileName + fileNo, (err, data) =>
    console.log(this.fileName,fileNo)
  );
  ```