

CSE104 Web Programming

JavaScript

Introduction to JavaScript

Why JavaScript

So far, we use HTML and CSS to describe webpages

HTML/CSS have limitations:

- No loops

ex. Drawing a set of images stored in a directory

- No conditionals

ex. Specific action when the user click on a button

JavaScript $\Rightarrow$ A real programming language allowing to add dynamic responses to webpages

Quick history

- Created in 1995
- A scripting language to add dynamic behavior in the Netscape Navigator.
- Specification written in 10 days by Brendan Eich (co-founder of the Mozilla project)
- Initial objective: Quick and dirty prototype oriented scripting language
- "Unexpected" side effect:
 - Has been implemented in all web browser.
 - Wide diffusion $\Rightarrow$ Today the fundamental language for web programming.
 - Became integrant part of the Web, like HTML and CSS.

Current state

Top used programming language

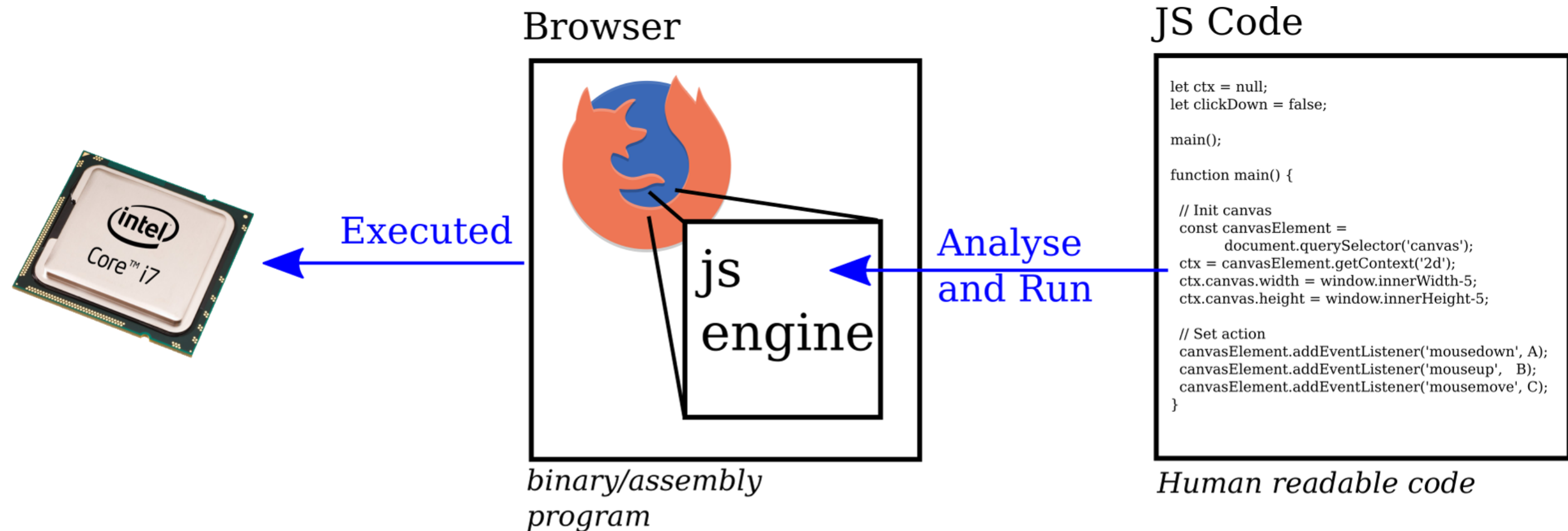
n.1 Popular (pull requests) on github. 2x more than Java or Python.

Cannot avoid JS for web application

Notes

- Do not get confused b/w JavaScript and Java
 - Two different languages
 - Mostly marketing reasons (Java was very popular in 1995, including "Java" in the name allowed to gain popularity).
- JavaScript is not a well-thought language for large scale programs.
 - Remember its main purpose was: Prototype scripting for dynamic web.
 - Frameworks can help to design larger softwares.

JavaScript: An Interpreted Language

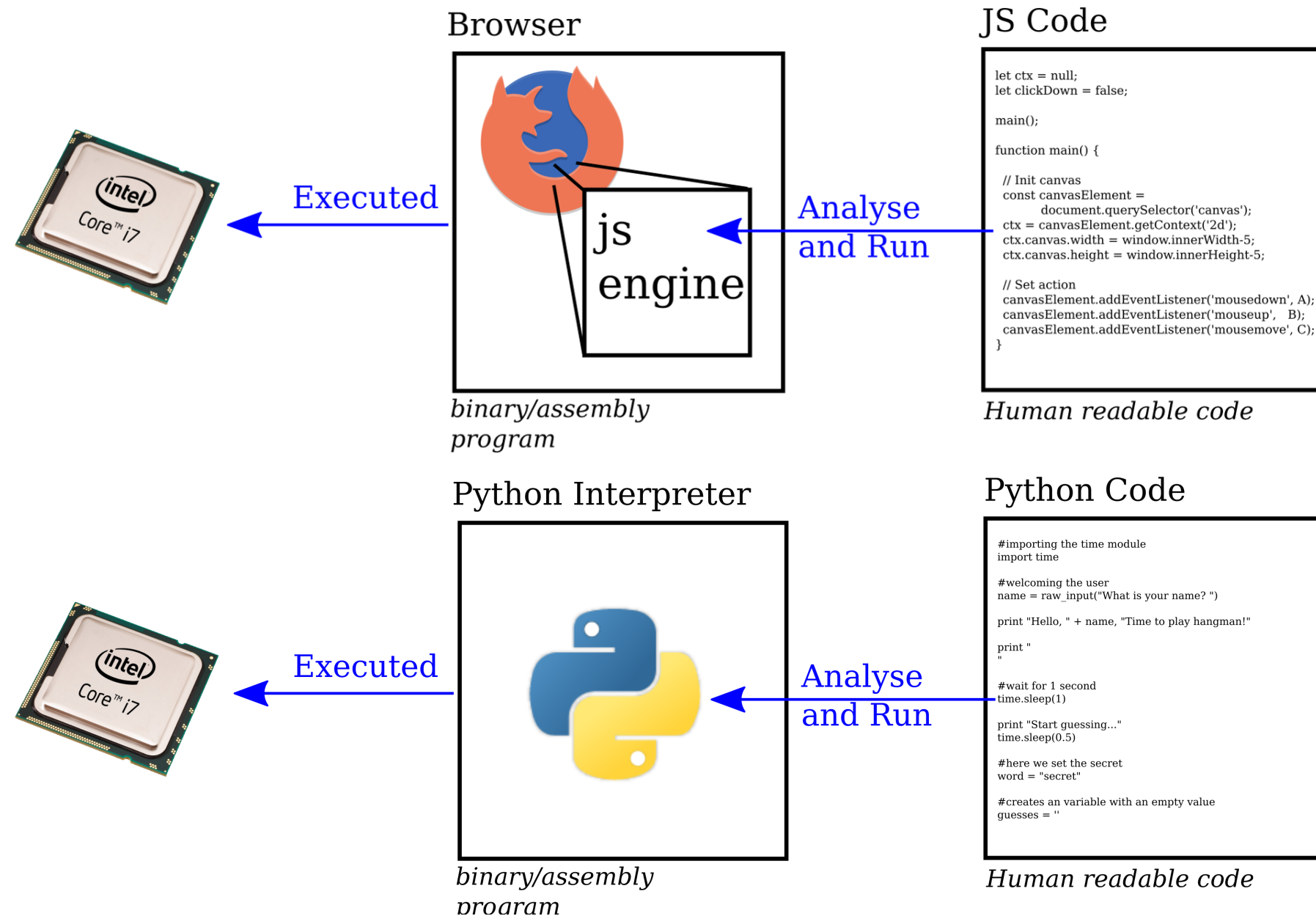


The browser (the JS engine) is parsing, analysing, and running the statements of the js code

Examples of JS engine: *SpiderMonkey* (Firefox), *V8* (Google Chrome)

JavaScript: An Interpreted Language

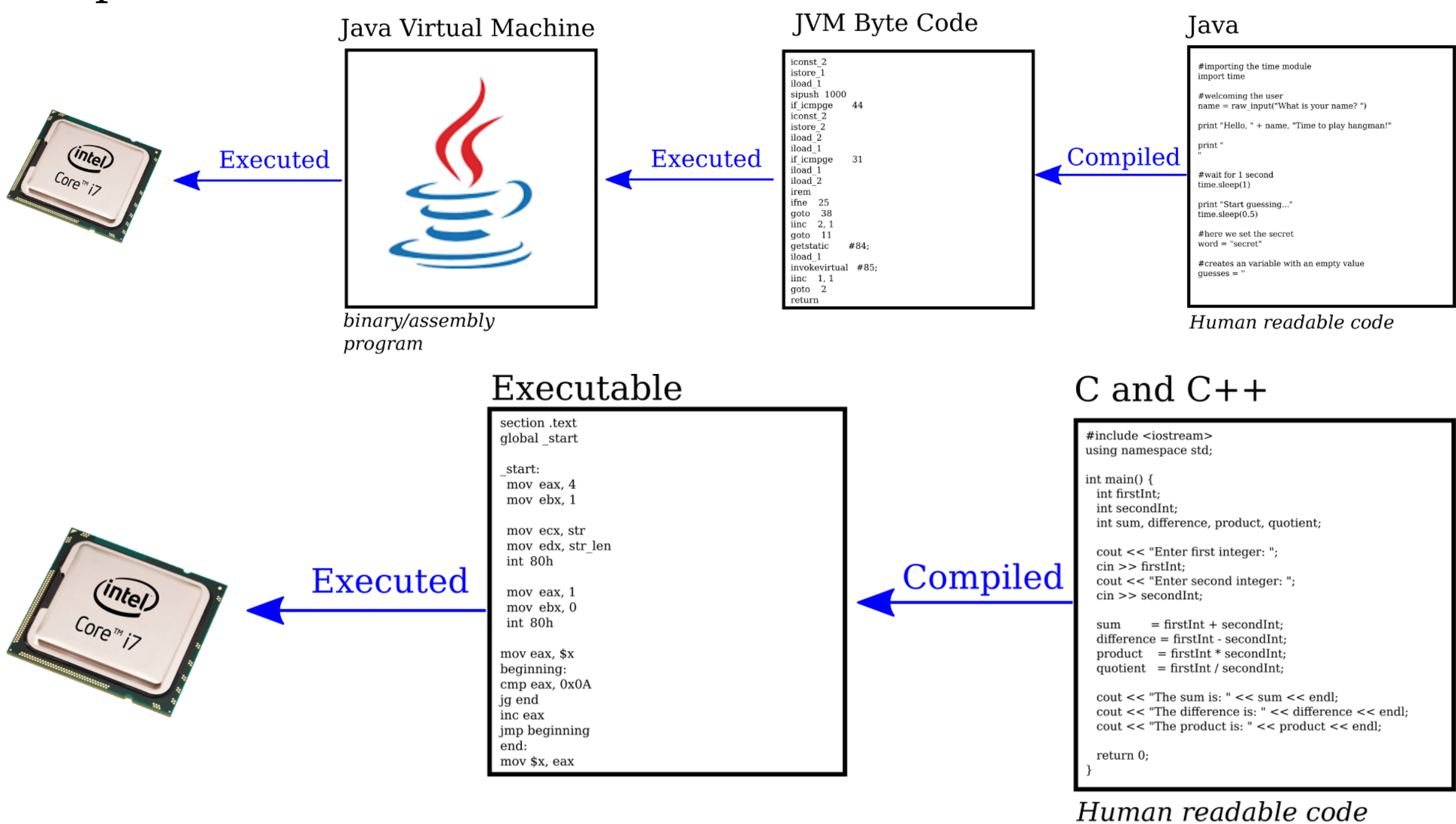
Similar to Python



(+) Very dynamic
(-) Slow, no static
validity check

JavaScript: An Interpreted Language

Comparison with Java and C



- (+) Faster, static check
- (-) Lower level, less dynamic

First steps in JavaScript

Running JavaScript code

Need a third file: *script.js*

index.html

```
<!DOCTYPE html>
<html>

<head>
  <title> CSE104 </title>
  <script src="script.js" defer></script>
</head>

<body>
  <h1>Content of Webpage</h1>
</body>

</html>
```

script.js

```
console.log("Hello!");
```

Similar to CSS: include link within HTML head

- < script > tag to include code
- src=" ..." the path to the JavaScript file
- defer: execute the script when the HTML page is parsed

Avoid other inline JS inclusion

Complete header template

```
<!DOCTYPE html>

<html lang="en">

<head>
  <meta charset="utf-8">
  <meta name="viewport" content="width=device-width, initial-scale=1">
  <link rel="stylesheet" type="text/css" href="style.css">
  <script src="script.js" defer></script>
  <title> My Webpage </title>
</head>

<body> </body>

</html>
```

Include both

- CSS file *style.css*
- JavaScript file *script.js*

Display JavaScript output

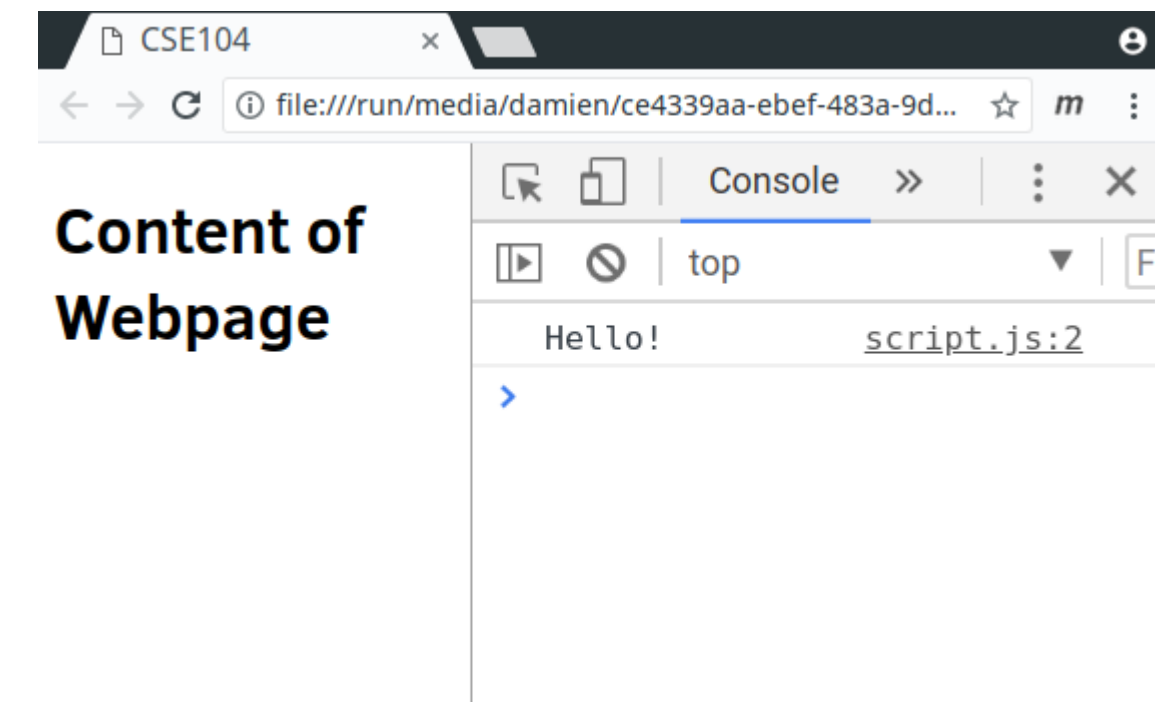
HTML

<h1>Content of Webpage</h1>

- No visual output of JavaScript
- Print on the browser' console
console.log('...')
equivalent to print('...') in Python

JS

```
console.log("Hello");
```

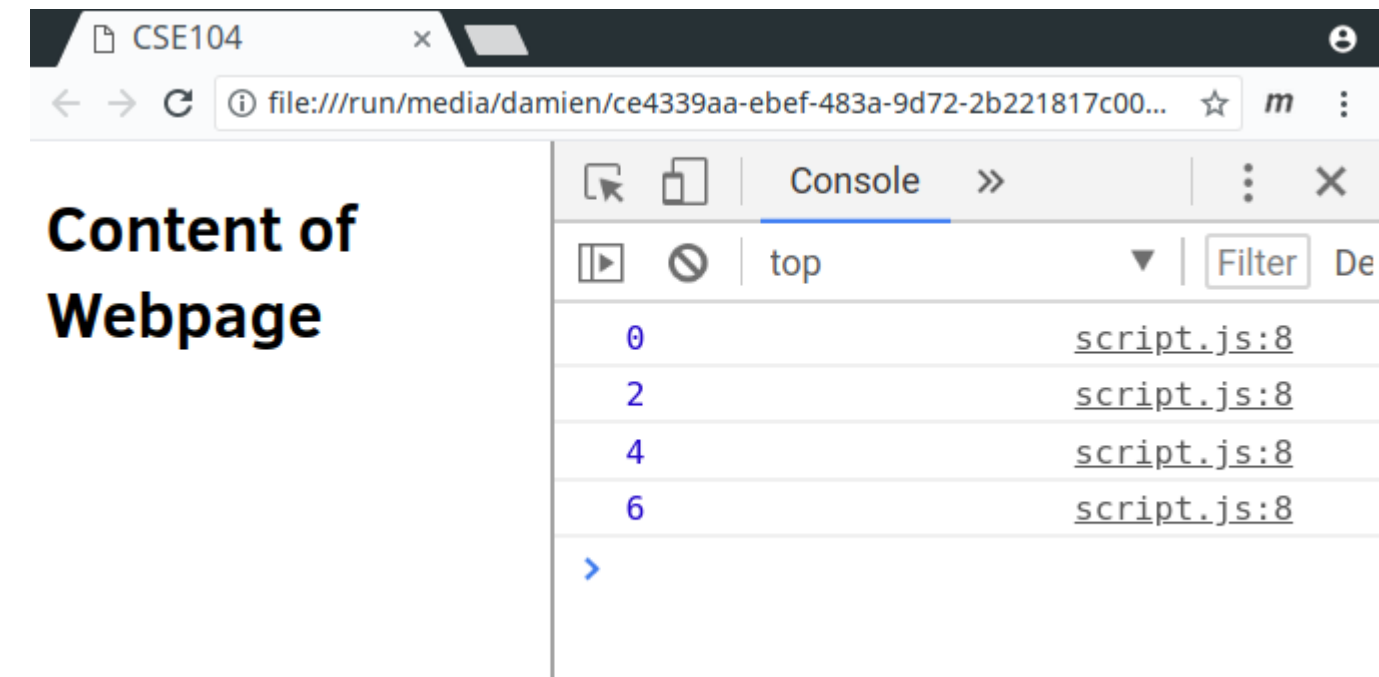


Loops, conditionals

```
const N=7;  
let k=0;  
for (k = 0; k < N; k++) {  
  if( k%2 === 0 ) {  
    console.log( k );  
  }  
}
```

- **let**: define a variable (can be re-assigned)
- **const**: define a non re-assignable variable

Avoid *var*: outdated JavaScript, bad scoping



Modifying webpage through DOM in JS

DOM: Document Object Model

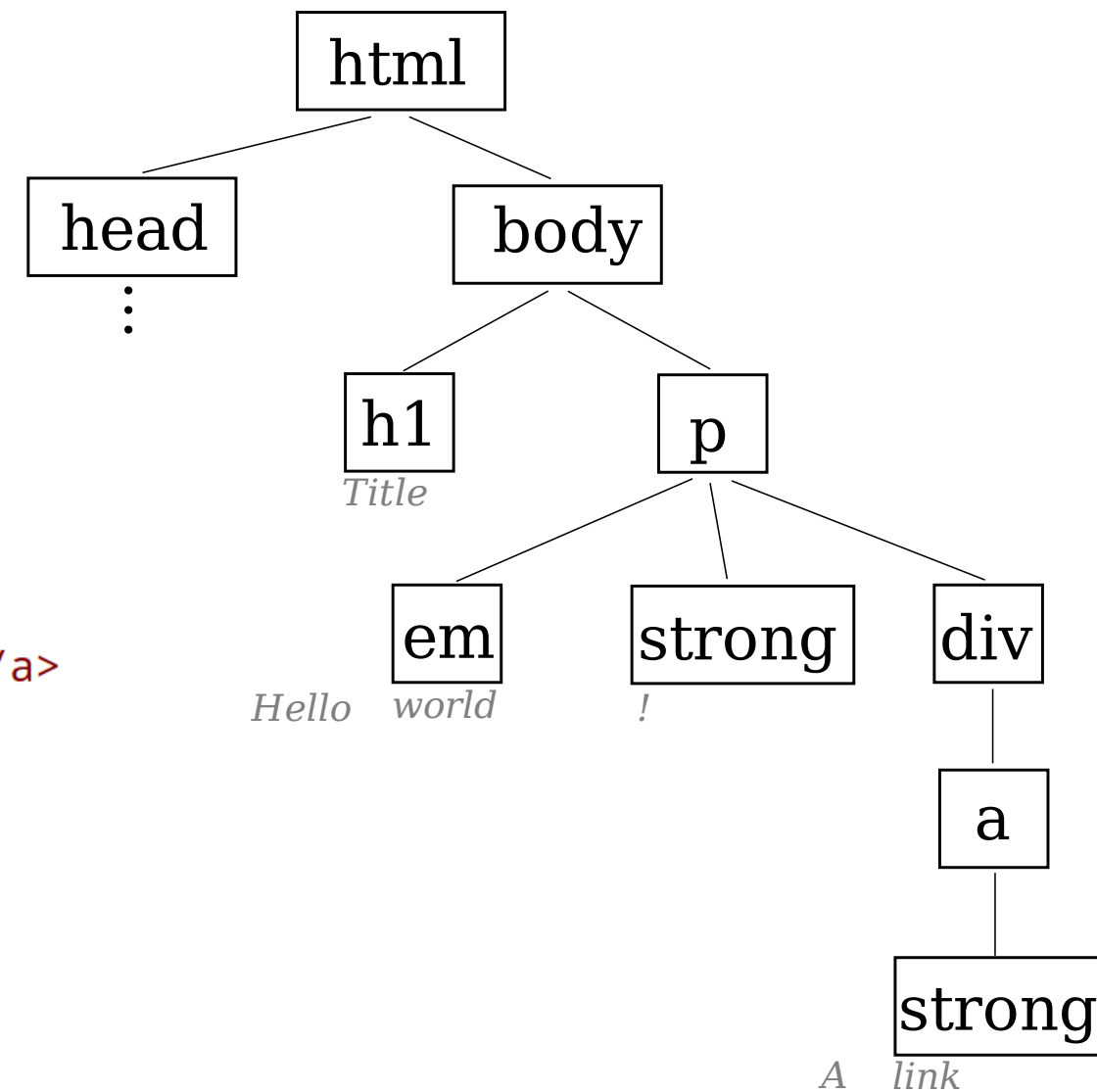
```
<html>

<head></head>

<body>
<h1> Title </h1>

<p>
  Hello <em>world</em> <strong>!</strong>
  <div class="links">
    <a href="www.google.com">A <strong>link</strong> </a>
  </div>
</p>
</body>

</html>
```



- HTML tags are stored as a tree structure
- Hierarchical organization called DOM (similar to XML)

DOM is visible in the developer mode

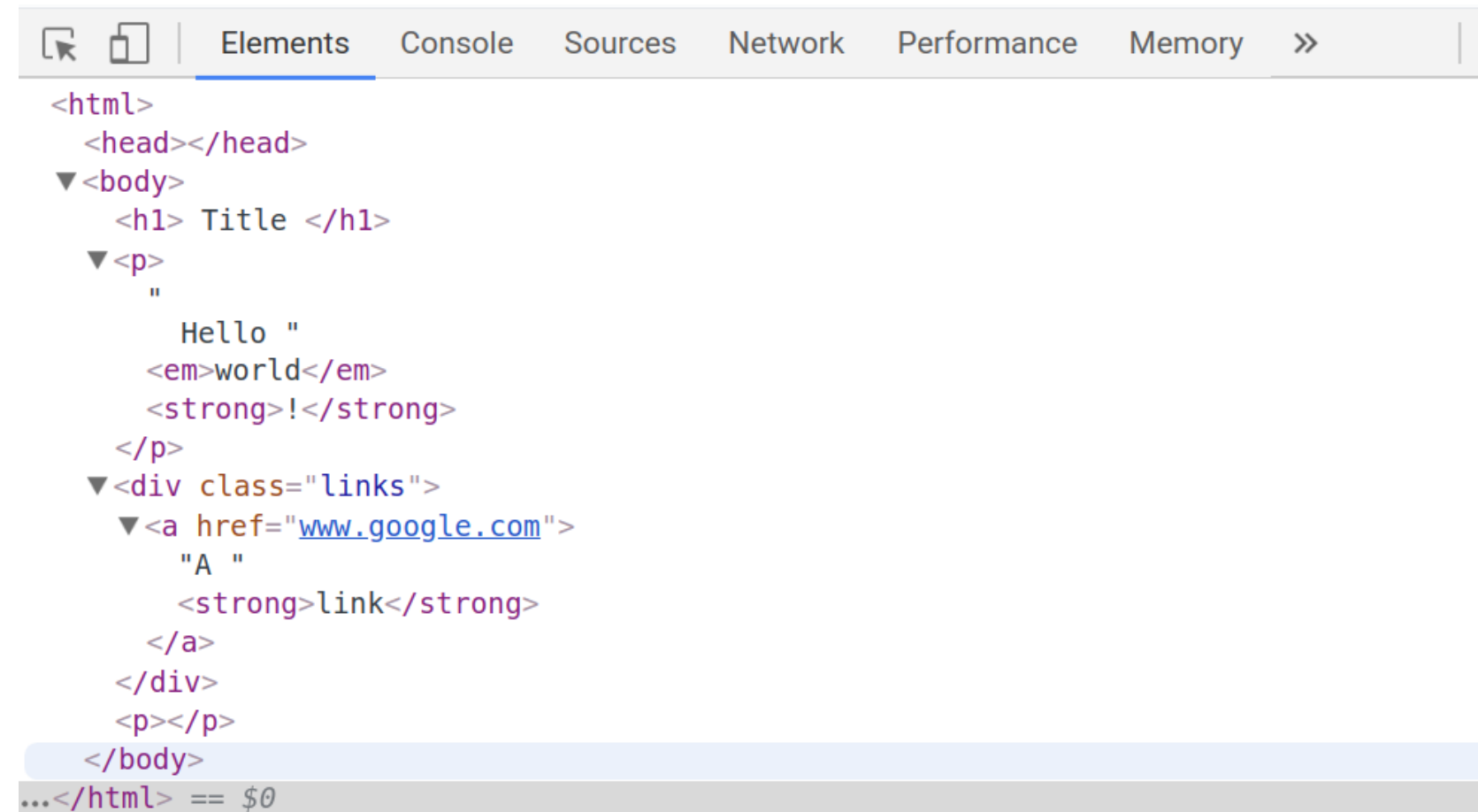
```
<html>

<head></head>

<body>
<h1> Title </h1>

<p>
  Hello <em>world</em> <strong>!</strong>
  <div class="links">
    <a href="www.google.com">A <strong>link</strong> </a>
  </div>
</p>
</body>

</html>
```



DOM access from JavaScript

With JavaScript, you can: Access, modify, navigate through DOM elements

HTML

```
<h1> My Title </h1>

<p>
  Hello <em>world</em> <strong>!</strong>
</p><div class="links">
  <a href="https://google.com">A
    <strong>link</strong> </a>
</div>
<p></p>
```

JS

```
const element = document.querySelector("h1");

console.log(element.textContent);
```

Display on the console:

```
> My Title
```

document: is a global build-in variable. Represent the loaded webpage
querySelector: Select the (first) element matching the parameter
follows CSS selector syntax.

Modifying a webpage

```
<h1> Title </h1>

<p>
  Hello <em>world</em> <strong>!</strong>
</p><div class="links">
  <a href="">A
    <strong>link</strong> </a>
</div>
<p></p>
```

```
const element = document.querySelector("h1");
element.textContent = "Modified in JavaScript !"
```

Modified in JavaScript !

Hello *world* !

[A link](#)

Modifying a webpage with a loop

```
<h1> Title </h1>

<p>
  Hello <em>world</em> <strong>!</strong>
</p><div class="links">
  <a href="">A
    <strong>link</strong> </a>
</div>
<p></p>
```

```
const element = document.querySelector("p");
for(let k = 0; k < 15; k++) {
  element.textContent += "Hello world "+k+" ";
}
```

Title

Hello world ! Hello world 0 Hello world 1 Hello world 2 Hello world 3 Hello world 4 Hello world 5 Hello world 6 Hello world 7 Hello world 8 Hello world 9 Hello world 10 Hello world 11 Hello world 12 Hello world 13 Hello world 14

[A link](#)

Adding elements

```
const newElement = document.createElement("h2");
newElement.textContent = "Some created title";
```

```
const parentElement = document.querySelector("body");
parentElement.appendChild(newElement);
```

```
for(let k=0; k<10; k++) {
  const paragraphElement = document.createElement("p");
  paragraphElement.textContent = "Paragraph "+k;
  document.querySelector("body").appendChild(paragraphElement);
}
```

Title

Hello world !

[A link](#)

Some created title

Paragraph 0

Paragraph 1

Paragraph 2

Changing style

```
const titleElement = document.querySelector("h1");  
titleElement.style = "background-color:lightblue;"
```

```
const emElement = document.querySelector("em");  
emElement.style = "color:red;"
```

Title

Hello *world* !

[A link](#)

User events

Event based programming

Event based programming = Programs that reacts under the actions of the user

User



ex.
mouse click, move
key press, release
button clicked, text modified
...

Event

trigger

Action

Program

ex.
Add text, change color, etc.

User actions are not following standard procedural programming (pre-defined order, and number of times)

⇒ They can act in any order, at any time, and arbitrary number of times.

Event based programming: Listener

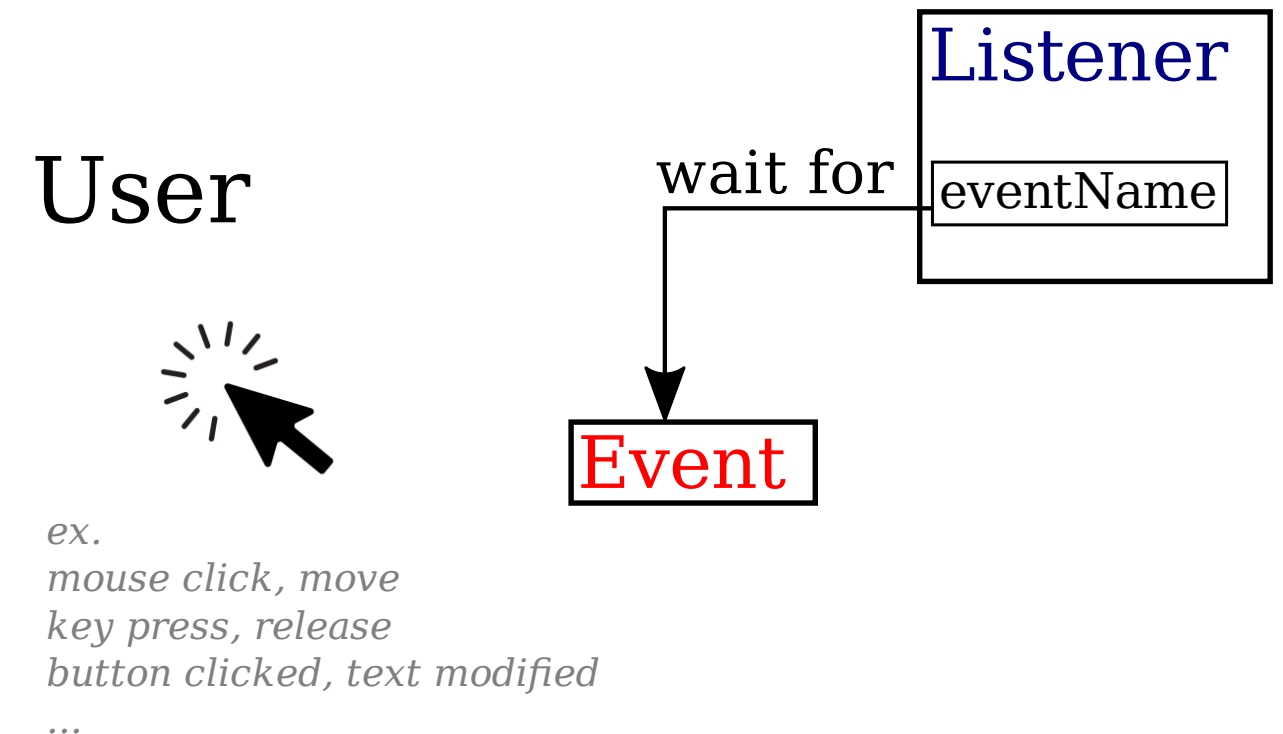
User events must be Listened.

Warning Cannot use standard 'while loops', otherwise the system is blocked waiting one event.

```
// Doesn't work: The program is blocked in the loop !  
while( event===false ) {  
    ... check(event);  
}
```

Use of built-in **Listeners**

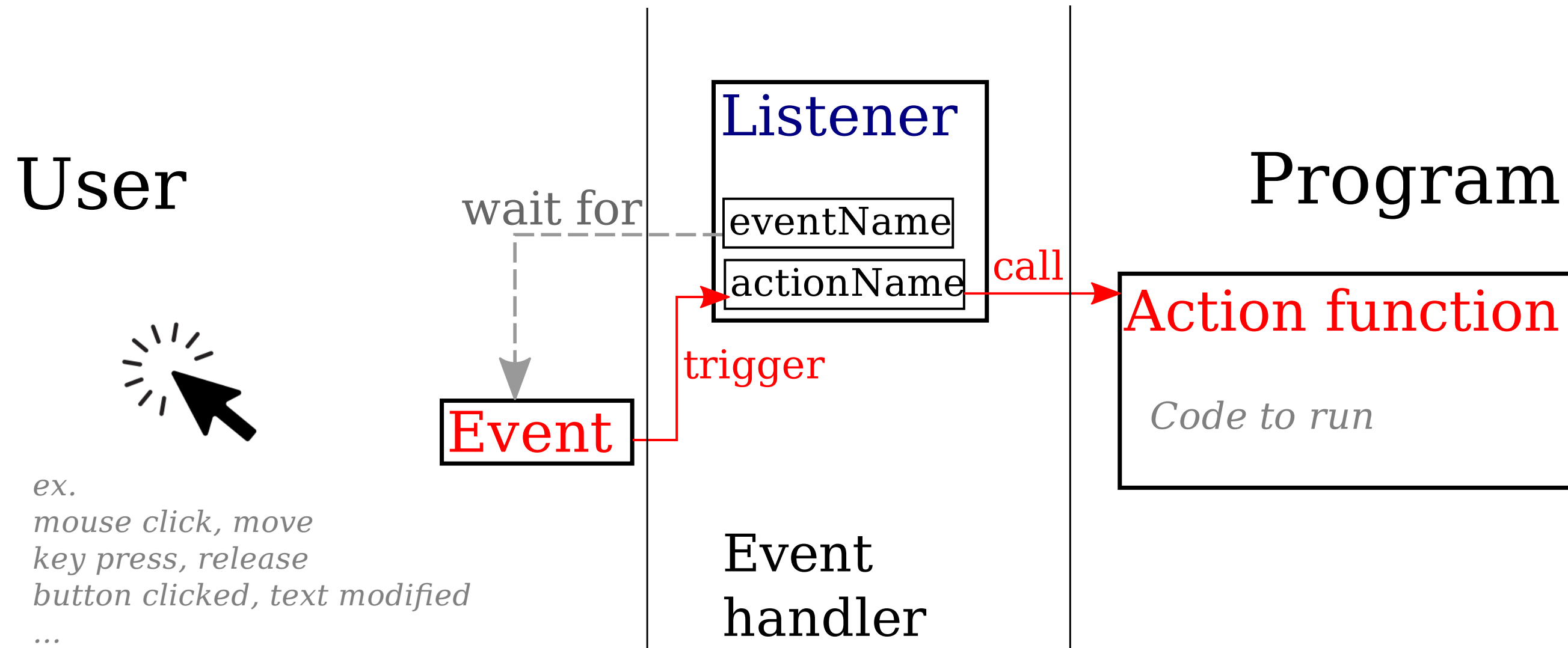
- Non blocking functions waiting for an event to happen
- Can be implemented as stack of events, asynchronous threads, etc.



In JS: **[x].addEventListener(eventName, [x]);**

Event based programming: Callback

Once the event happen, the listener need to call an *Action function*



The action function is called *Callback Function*

Function triggered by another one.

In js: **`[x].addEventListener(eventName, actionName);`**

Event in practice: Mouse click

HTML

```
<h1> My webpage </h1>
```

JS

```
document.addEventListener('click', actionClick );
```

```
function actionClick(event) {  
  console.log('Mouse clicked !');  
}
```

⇒ [link](#)

Syntax: `eventTarget . addEventListener ( eventName , actionCallback );`

Webpage modification in the callback function

```
document.addEventListener('click', actionClick );

function actionClick(event) {
  const newElement = document.createElement('p');
  newElement.textContent = "Mouse click !";
  document.querySelector("body").appendChild(newElement);
}
```

My webpage

Callback parameters (event)

The callback function automatically receives a parameter with some information on the source event.

```
document.addEventListener('click', actionClick );

function actionClick(event) {

    const button = event.button;
    const x = event.clientX;
    const y = event.clientY;

    const newElement = document.createElement('p');
    newElement.textContent = `Click ${button} at position (${x},${y})`;
    document.querySelector("body").appendChild(newElement);
}
```

My webpage

Event Target

Events can be triggered by different elements.

```
const h1Element = document.querySelector("h1");
const boxElement = document.querySelector(".box");
h1Element.addEventListener('click', actionTitleClick );
boxElement.addEventListener('click', actionBoxClick );
```

```
function actionTitleClick(event) {
  h1Element.textContent = "Title clicked !";
}
```

```
function actionBoxClick(event) {
  boxElement.style = "background-color: blue;";
}
```

My webpage

Example

HTML

```
<h1>Click on the Balloon ! </h1>



```

Click on the Balloon !



JavaScript

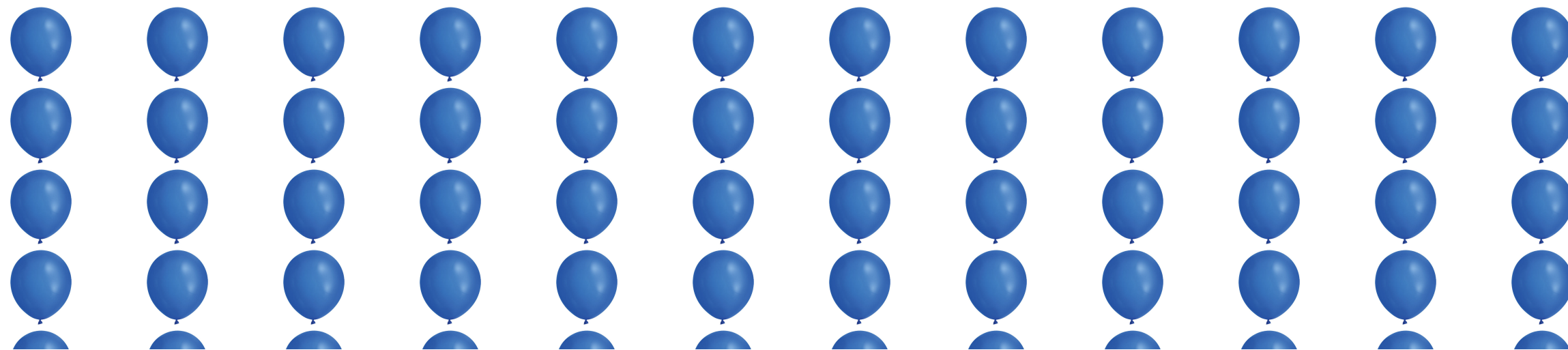
```
document.querySelector(".balloon1").addEventListener('click', actionExplode);
document.querySelector(".balloon2").addEventListener('click', actionExplode);
document.querySelector(".balloon3").addEventListener('click', actionExplode);
```

```
function actionExplode(event) {
  const element = event.currentTarget;
  element.src = "bang.jpg";
}
```

Example fully defined in JS

```
const NBalloon = 100;  
const bodyElement = document.querySelector('body');  
for(let k = 0; k < NBalloon; k++) {  
  const newImage = document.createElement('img');  
  newImage.src = 'balloon.jpg';  
  bodyElement.appendChild(newImage);  
  newImage.addEventListener('click', actionExplode);  
}  
  
function actionExplode(event) {  
  event.currentTarget.src = 'bang.jpg';  
}
```

Click on the Balloon !



Events type

JS can handle several **built-in events** ex.

- Mouse events (click, dblclick, mousemove, wheel, etc)
- Keyboard events (keydown, keyup, etc)
- Window events (resize, scroll, etc)
- Input/forms (input, change, etc)
- ...

JavaScript language

Good practices

Code you JavaScript code in a separated file (ex. *script.js*)

Include the code in your HTML file using defer

```
<script src="script.js" defer=""></script>
```

(+) Separation of concerns: HTML=document structure; JS=logic

(+) defer keyword: non blocking JS loading. Execution while HTML DOM is loaded.

Avoid inline JS within HTML file

```
<!-- Avoid -->
```

```
<script>Some inline JS code here</script>
```

Use the current standard

Language specification standardized by ECMAScript.

Conform to the current ECMAScript v6.

⇒ Add in the first line of your script

```
"use strict;"
```

Declaring variables in JS

Three possible declaration (const, let, var)

```
const a = 3;  
let b = 2;  
var c = 1;
```

const : cannot be re-assigned, bloc scope.

let : can be re-assigned, bloc scope.

var : can be re-assigned, function scope.

Re-assignment

```
const a = 3;  
let b = 2;  
var c = 1;
```

```
// a = 4; error a cannot be re-assigned  
b = 3; //OK  
c = 4; //OK
```

Bloc scope VS function scope

```
function someFunction() {  
  if( someCondition ) {  
    const a = 3;  
    let b = 2;  
    var c = 1;  
  } // a and b are deleted
```

```
// console.log(a); error a doesn't exist  
// console.log(b); error b doesn't exist  
console.log(c); // OK, c exists within the  
// entire function  
}
```

Good practices to declare variables

General rule: Prefer non-reassignable, local scope, variables

True for every language

1. Use by default **const** if possible
2. Use **let** if you need to re-assign the variable
3. Avoid **var** (outdated, too large scope)

Use only if you really need function scope

Rem.

- **const** and **let** introduced in EC6
- Many internet code still use the outdated *var* from previous JS

Rem on const

You can modify the content of a non-reassignable variable (const)

```
const a = [7,4,3];  
a[0] = 8; // OK  
a[1] = a[2]+4; //OK  
a[12] = -4; //OK - array are dynamically reshaped  
// a = [4,2,3] Incorrect (re-assignement)
```

Typing

JS is dynamically typed

The program find the type itself, not indicated by the user.

Similar to Python.

```
const a = 5; //a is a number
const b = 4.12; // b is a number
const c = "some string"; //string
const d = [7,4,5,2]; // array
```

Types are adapted dynamically

```
let a = 5; //a is a number
a = "bear"; // now a is a string
```

```
const b = [4,"a string",[7,8]];
```

The same variable can contain various types at different part of the code

Good practice

- Avoid it! Hard to read.
- One variable = one type in only one context.

Data structure

Every variable in JS is a dictionary

set of property/value pair

```
let p = {  
  x:1;  
  y:3;  
}  
p.x = 4;  
console.log(p.y);
```

Functions

Dynamic typing, optional return value (similar to Python)

// One parameter, one return value

```
function discArea(r) {  
    return Math.PI * r*r;  
}
```

// Two parameters, no return value

```
function printMin(a,b) {  
    if( a < b ) {  
        console.log(a);  
    }  
    else {  
        console.log(b);  
    }  
}
```

Function are simple JS variables

```
const F1 = function(x) { return 2*x*x+4*x+1; }  
const F2 = function(x) { return -3*x*x+7*x-2; }  
const currentFunction = F2;  
console.log( currentFunction(8) );
```

Function can be defined inline with short syntax

```
const F = (x) => 2*x*x + 4*x +1;  
console.log( F(4) );
```

Equality

"==" test equality with potential change of type

"===" test equality without change of type

```
if( 5=="5" ) { // Return true
  console.log("Re-typing");
}
if( 5==="5" ) { // Return false
  console.log("Don't pass here");
}
```

Good practice: Prefer "===" than "=="