

Javascript & Node.js: An Introduction

ELEC6017

1 November 2013

Last edit 8 November

Enrico Costanza

Introducing myself

- My research is in Human-Computer Interaction and Ubiquitous Computing
- I use Web technologies in my work to prototype and deploy in the field (evaluate) novel interactive systems
 - Especially around the Internet of Things, interaction with autonomous agents & the Electricity Smart Grid
- It's the first time I teach this module (!)
 - Feedback is welcome

Resources

- In addition to the COMP6017 module pages on the intranet, please see also:
 - <https://hci.ecs.soton.ac.uk/wiki/JavascriptReferences>
 - <https://hci.ecs.soton.ac.uk/wiki/NodejsReferences>

Building Web services with Node.js

- Node.js is a relatively new (2009) platform that combines
 - Google's V8 Javascript engine
 - An event loop for I/O (e.g. network, DB, ..)
 - Basic infrastructure for internet protocols
- Key Node.js feature: event-driven
 - Javascript is great for that!
(that's partially why node was written for Javascript)
- Javascript: same language on front-end & back-end

Do You Already Know Javascript?

- A. No / not really
- B. Yes, I have used it a little
- C. Yes, I consider myself an expert

Other Programming Languages?

- A. No programming at all
- B. Python
- C. C++
- D. C
- E. Matlab (or other math-related specific languages)
- F. Java
- G. PHP
- H. Actionscript
- I. Any other?

Quiz

- What will the following code print? (assume \$.get is an ajax call to GET a URL and someUrl contains a valid URL)

```
$.get(someUrl, function (data) {  
    console.log('callback');  
});  
console.log('javascript');
```

 1. "hello world"
 2. "callback javascript"
 3. "javascript callback"
 4. Don't know

Quiz

- What will the following code print? (assume \$.get is an ajax call to GET a URL and someUrl contains a valid URL)

```
$.get(someUrl, function (data) {  
    console.log('callback');  
});  
console.log('javascript');
```

1. "hello world"
2. "callback javascript"
3. "javascript callback"
4. Don't know
5. It cannot be predicted

Quiz

- What will the following code print? (assume \$.get is an ajax call to GET a URL and someUrl contains a valid URL)

```
$.get(someUrl, function (data) {  
    console.log('callback');  
});  
console.log('javascript');
```

1. "hello world"
2. "callback javascript"
3. "javascript callback"
4. Don't know
- 5. It cannot be predicted**

Quiz

- Consider the code on the right. What do you think it will print? (ignoring newlines)

1. A A B A
2. A A B B
3. A B B
4. A B A
5. It will not run
6. Don't know

```
var g;  
  
var f = function () {  
    x = 'A';  
    g = function () {console.log(x);};  
};  
  
f();  
g();  
  
x = 'B';  
console.log(x);  
g();
```

Quiz

- Consider the code on the right. What do you think it will print? (ignoring newlines)

1. A A B A
2. A A B B
3. A B B
4. A B A
5. It will not run
6. Don't know

```
var g;  
  
var f = function () {  
    var x = 'A';  
    g = function () {console.log(x);};  
};  
  
f();  
g();  
  
var x = 'B';  
console.log(x);  
g();
```

The Name Is Not Helpful

- Javascript is probably the most popular and the most misunderstood language ever
- Javascript: very different from Java
- Javascript: a full and advanced programming language

Good Parts and Bad Parts

- Javascript has good parts and bad parts
- The bad parts mostly seem to come from
 - the fact that the language was designed and implemented in a rush
 - Javascript tries to look like Java, but it is VERY different
 - Companies marketing and politics

Bad Parts: Guessing

- If you do not state things explicitly Javascript "tries to guess" – often it guesses wrong
 - For example if you do not use semi-colon the interpreter will add them for you – this can interact badly with `}`
- The equality operator automatically converts the types of the things you compare [live demo]
 - Always use `===` (never `==`)

Bad Parts: Numbers & "Void Things"

- The numbers are only floating point in IEEE-754 format
 - $0.1 + 0.2 \neq 0.3$ // false!
- There are a lot of ways to say "nothing":
 - false, null, undefined, NaN ..so many it gets confusing
- NaN is not equal to anything ..not even to itself! [live demo]

Bad Parts: Implicit Global

- There is a global object
if you do not use the keyword `var` when you declare a variable, the variable gets added to the global object (i.e. it's kind-of implicit global)
[see quiz at beginning of lecture]
- Variable declaration can be implicit!
- If you use the keyword `this` without having an object it refers to the global object (no error, no warning)

Bad Parts: No Block Scope

- Scope is defined only by functions, NOT by `{ }` blocks

```
function f() {  
    var i;  
    // ...  
    for (var i=0; i<5; i+=1) {  
        // ...  
    }  
}
```

Bad Parts: Pseudo-classes & More

- There is a new operator that can be used to create objects; this tries to look like Java, but behaves in a very different way
 - Avoid using new!
- There are more bad parts, but I hope these examples convinced you to stay away from the bad parts

Good Parts: Objects

- Everything is an object (almost)
- Objects are dynamic and loosely typed
- Prototypal inheritance & we can extend objects retrospectively! [live demo]

Good Parts: Functions

- Functions as objects
(e.g. passing functions as arguments to other functions)
- Closure: if you define functions inside other functions the inner function inherits the scope of the outer function even after the outer function returns
 - It will hopefully make sense when we look at examples
- Anonymous functions

A Paradigm Shift is Required

- If you programmed using classes (e.g. C++ or Java), when you think of objects and encapsulation you think of classes
- You need to separate those concepts
- In Javascript the same concepts map to other programming patterns, e.g. to functions with closure and prototypal inheritance
- This can be very tricky at first

Good & Bad Parts, One Solution: JSLint

- JSLint is a program that checks Javascript code to verify that none of the bad parts are used
- It can be annoying at first, but it saves from a lot of troubles
 - Some programmers don't like it – there is an alternative called JSHint
- For the coursework we required you use JSLint (*not hint*)

Good Parts and Bad Parts Summary

- I only covered some examples, there is more..
- Short answer: use JSLint!
- Long answer:
 - Watch Douglas Crockford videos
(my preferred option, links on the wiki)
 - Read Douglas Crockford's book

Node.js

- Everything (almost) in Node.js is done through asynchronous callback functions
- That is where having functions as 1st class objects and closure turn out to be very useful features
 - Anonymous functions too
- Let's get started with Node.js through practical examples! (next lecture)
- Install Node.js as soon as possible

Summary

- Build web services using Node.js, based on Javascript
- Javascript is a programming language with very advanced (and cool!) features, including: functions as objects, closure
 - Good parts and bad parts: only use the good parts!
- Javascript may requires a paradigm shift if you have experience with other prog. languages – JSLint will help