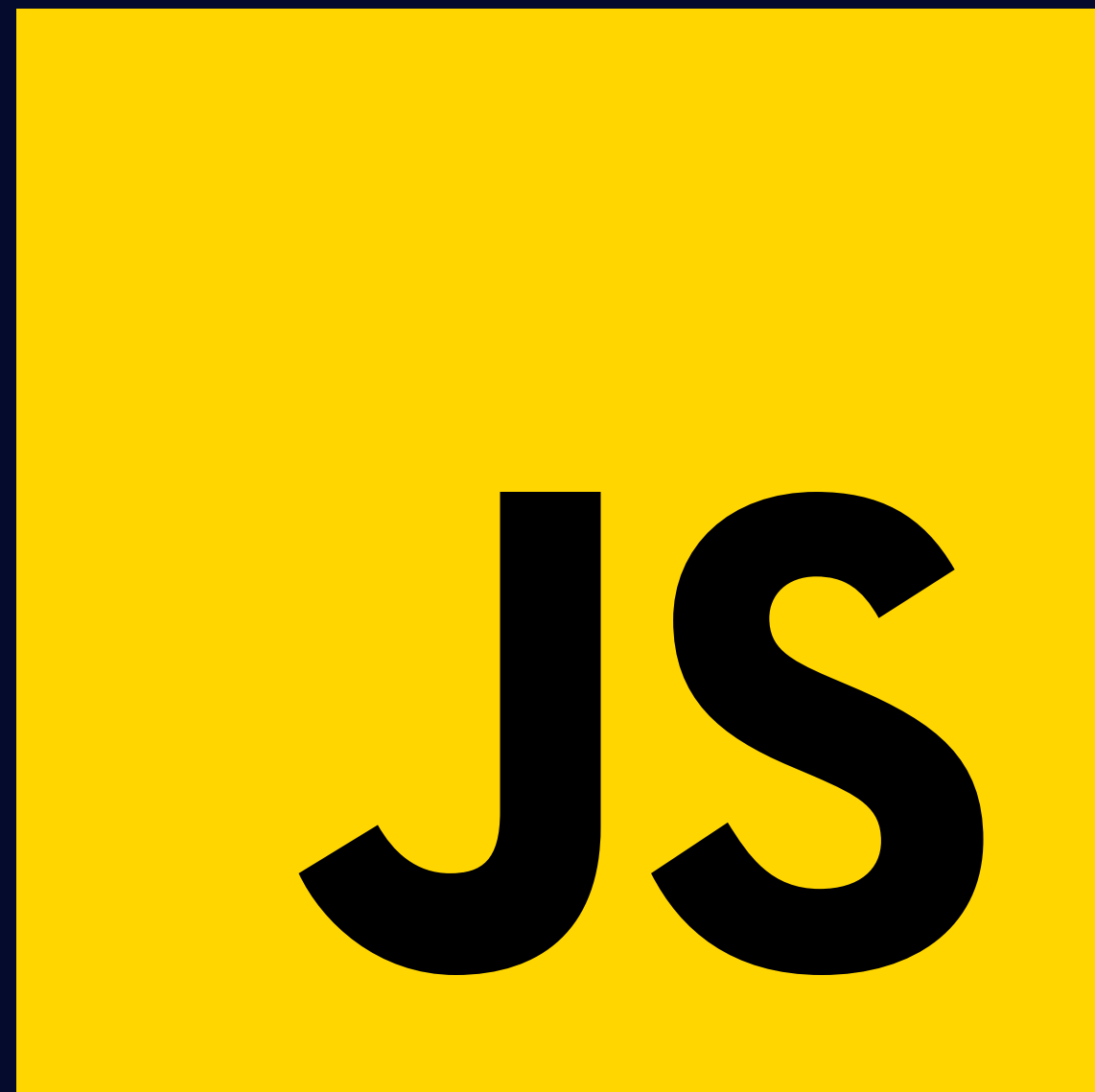




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# Welcome to JavaScript





JS

# The Basics of Javascript



# What is Javascript



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# The Basics of Javascript



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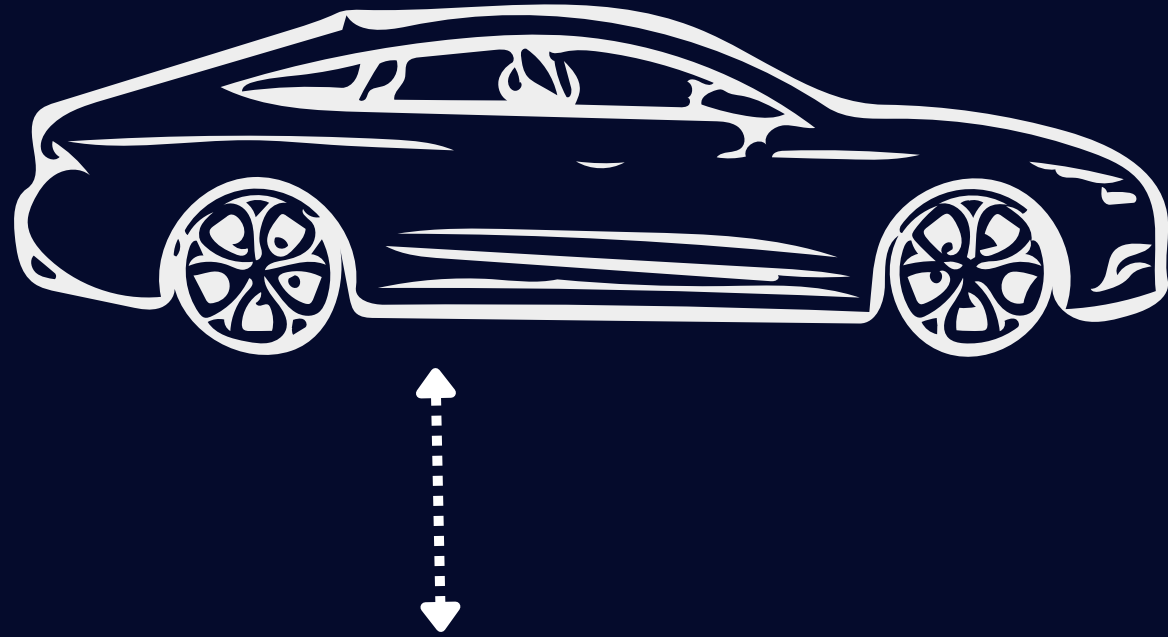
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# The Basics of Javascript





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# The Basics of Javascript



Noun



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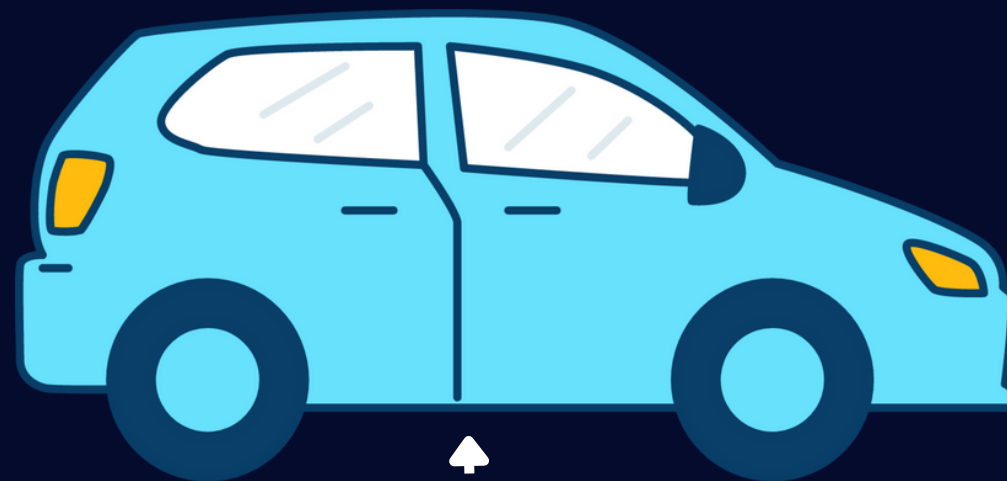


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# The Basics of Javascript



Noun



Adjective



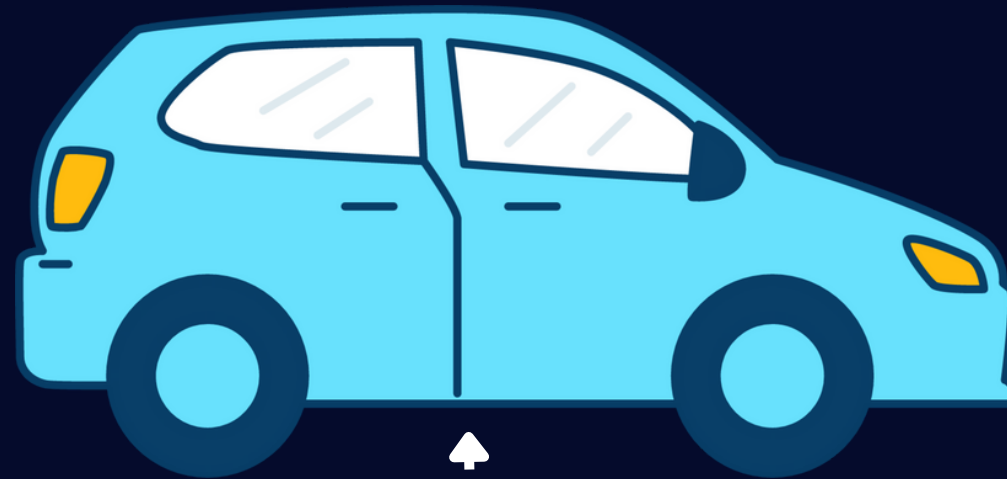


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# The Basics of Javascript



Noun



Adjective

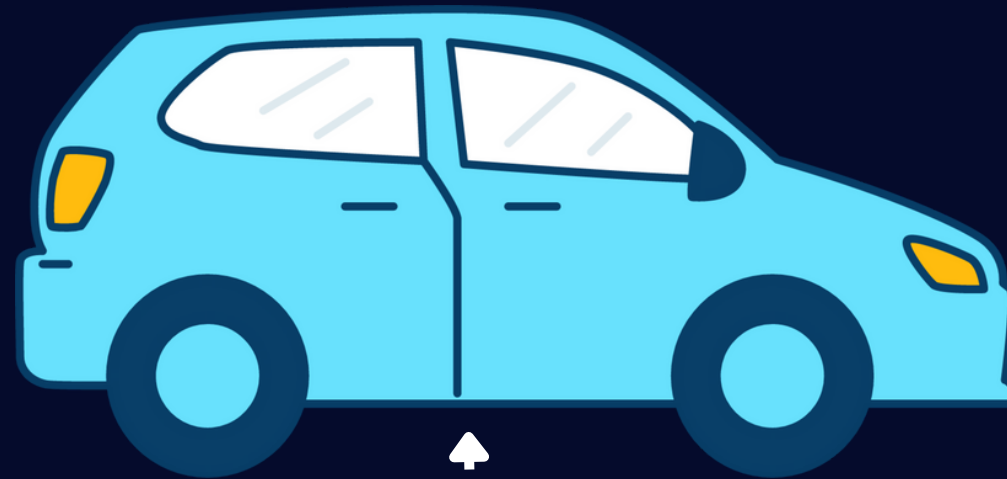


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# The Basics of Javascript



Noun



Adjective

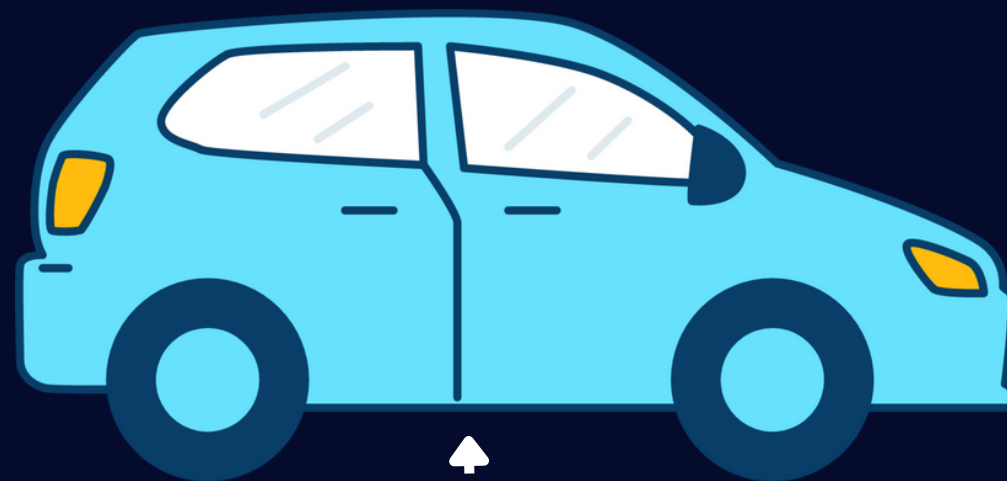


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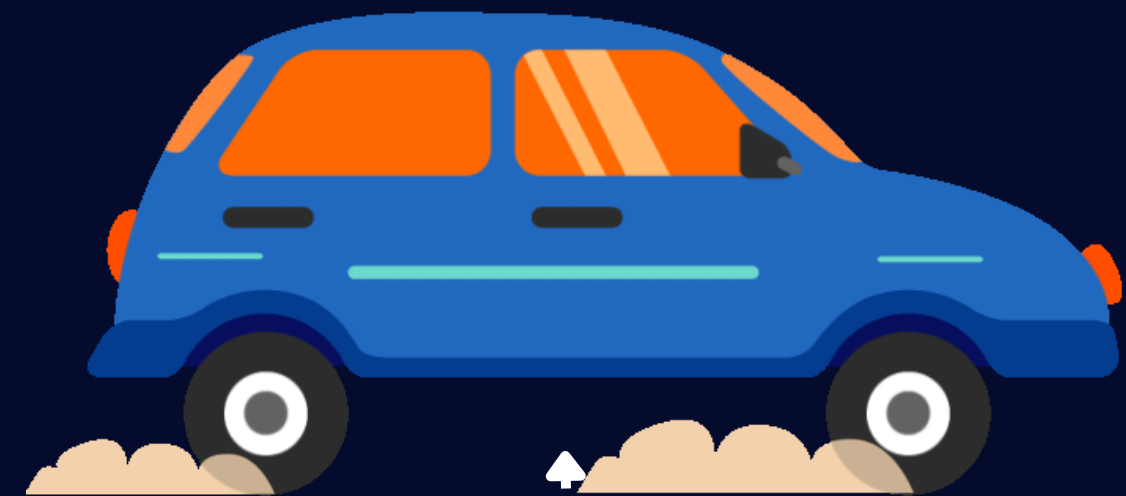
# The Basics of Javascript



Noun



Adjective



Verb





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# The Basics of Javascript



## How Does Javascript Work?



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# The Basics of Javascript



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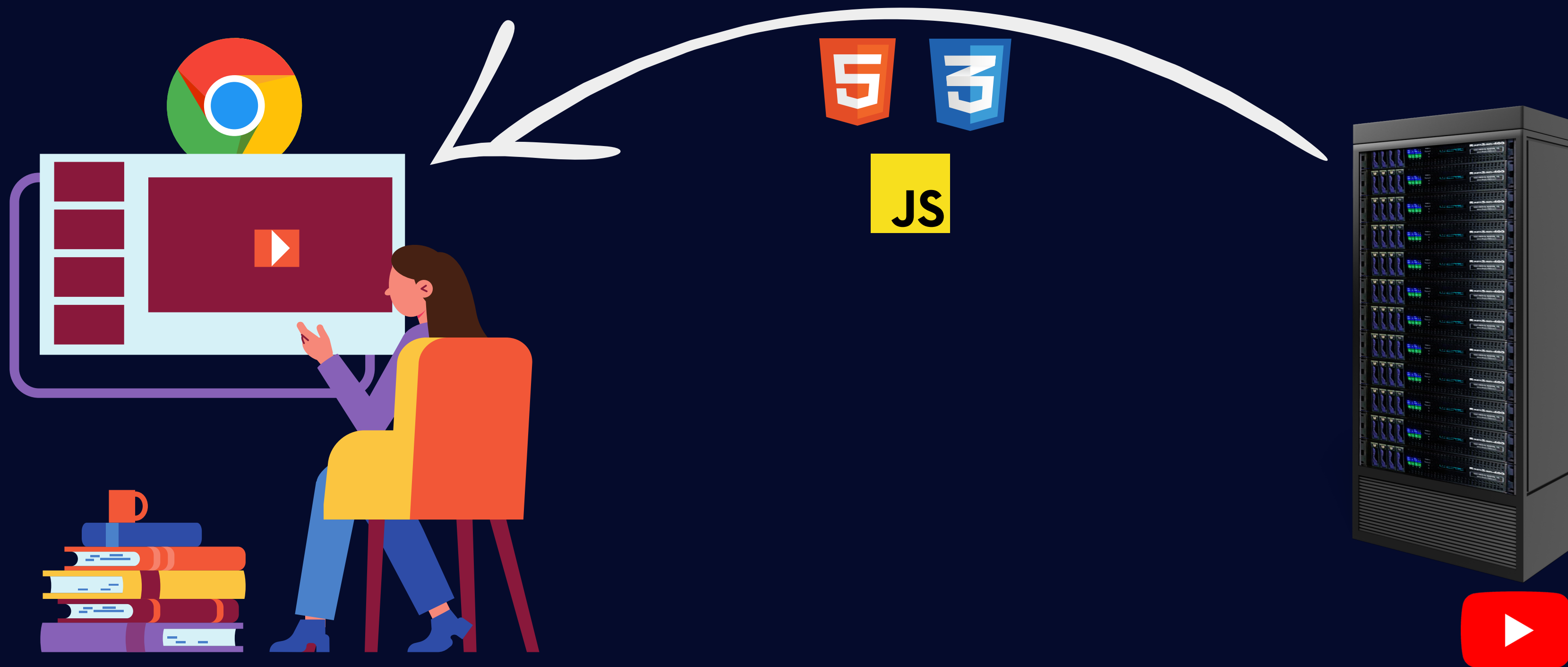
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# The Basics of Javascript



**View in browser console**





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# The Benefits of Javascript



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# Javascript Variables



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# What is a Variables?



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JavaScript  
variables are  
used to store  
data





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# Basic rules of JavaScript syntax



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# Variable naming conventions



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BIG  
DATA

# Javascript data types



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x

+

# Javascript

# Operators

x

%

-

-

÷

+

+

+

/

%



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# Arithmetic operators



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# Assignment operators



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# Comparison operators



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# Logical operators



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# Conditional Statements



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# Truthy and falsy values



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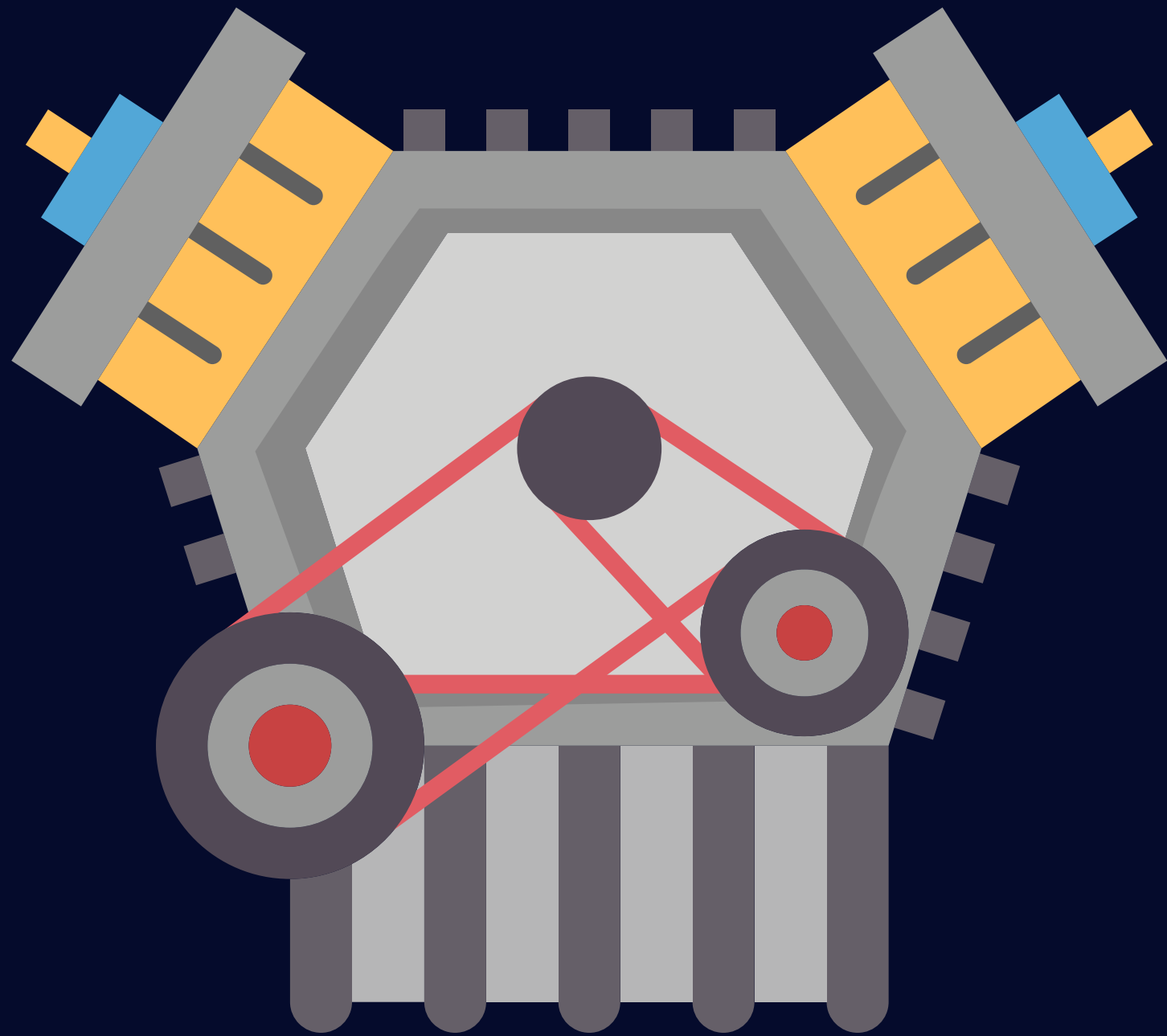


# JavaScript

## Loops



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# Javascript Functions



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# Functions **Syntax**



function declaration

```
function fnName(parameter) {  
    // code to be executed  
}
```



JS

# Functions **Syntax**



function Expression

```
let fnName = function(parameter) {  
    // code to be executed  
}
```



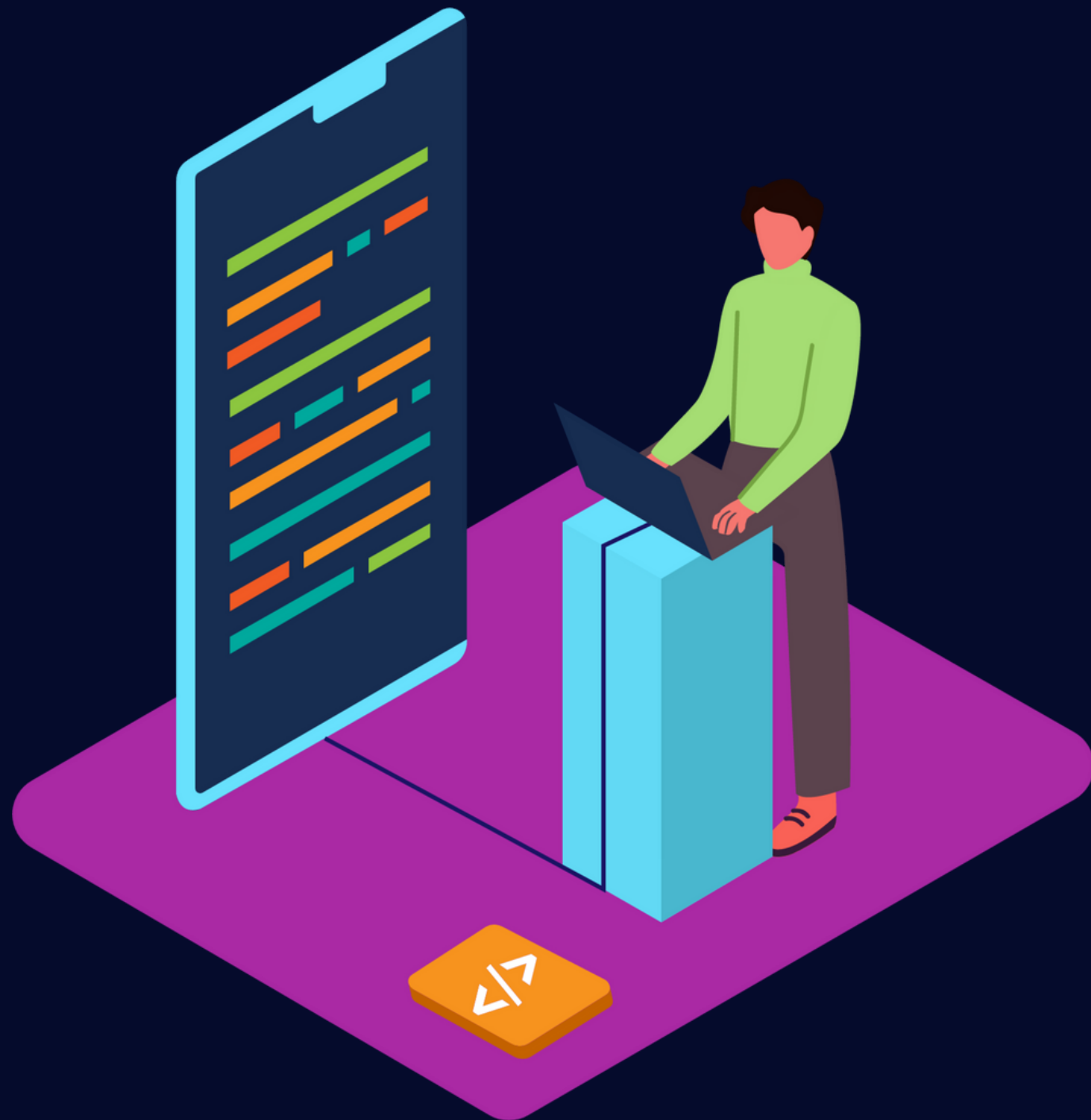


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# Javascript

## Strings



```
1  
2  const myString = "Hello World";  
3  
4  const myString2 = new String("Hello World");  
5
```



JS



# Javascript

## ARRAYS



```
1  const myArr = new Array("css", "html", "nodejs");  
2  //or  
3  const myArr2 = ["css", "html", "nodejs"];  
4  
5
```





```
1  const myArr = new Array("css", "html", "nodejs");  
2  //or  
3  const myArr2 = ["css", "html", "nodejs"];  
4  
5
```

    
index 0    index 1    index 2

JS



# ARRAYS OF BOOKS



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# ARRAYS OF BOOKS



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# ARRAYS OF BOOKS





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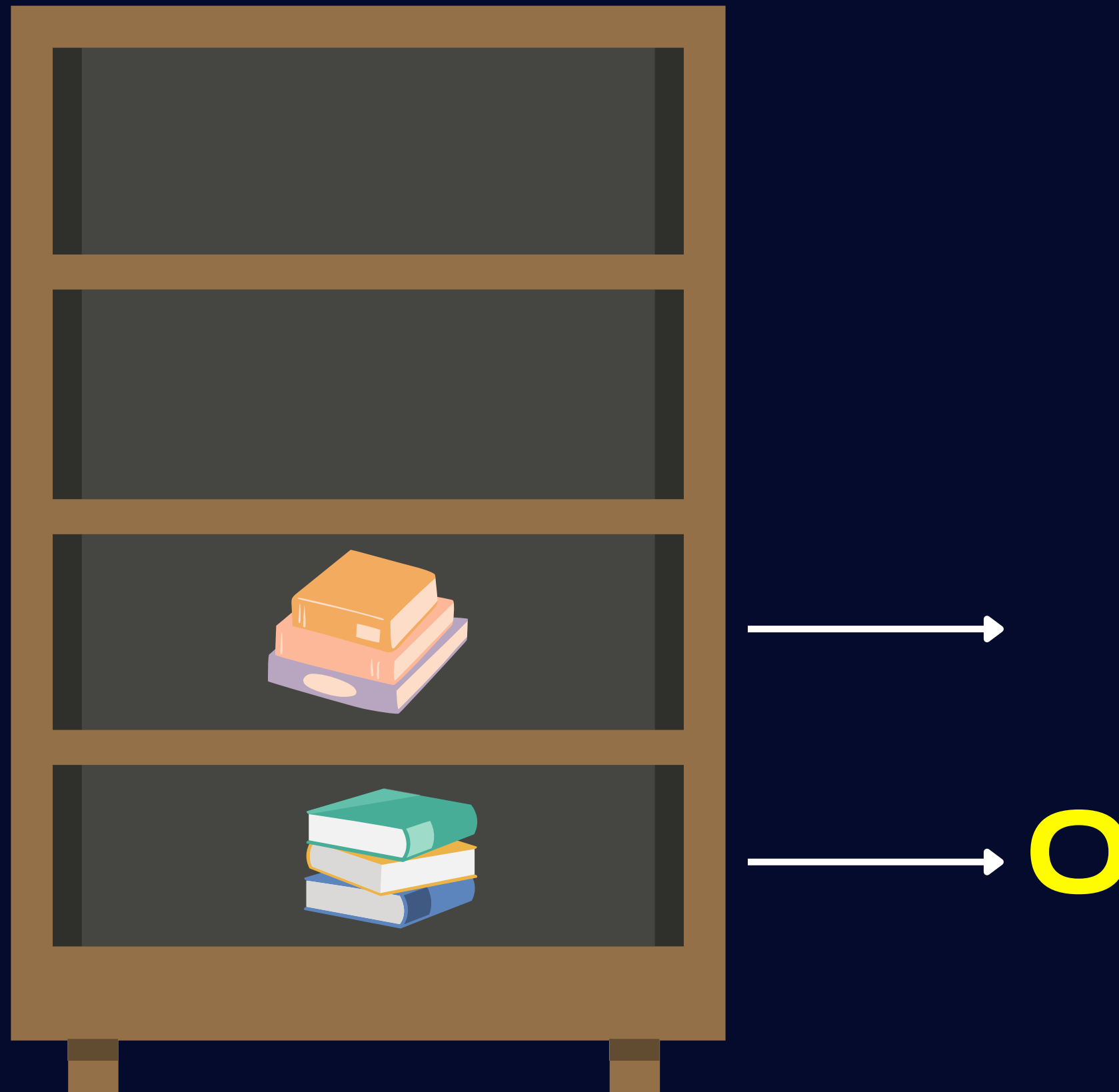
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# ARRAYS OF BOOKS



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# ARRAYS OF BOOKS



JS

# ARRAYS OF BOOKS



1



0



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# ARRAYS OF BOOKS



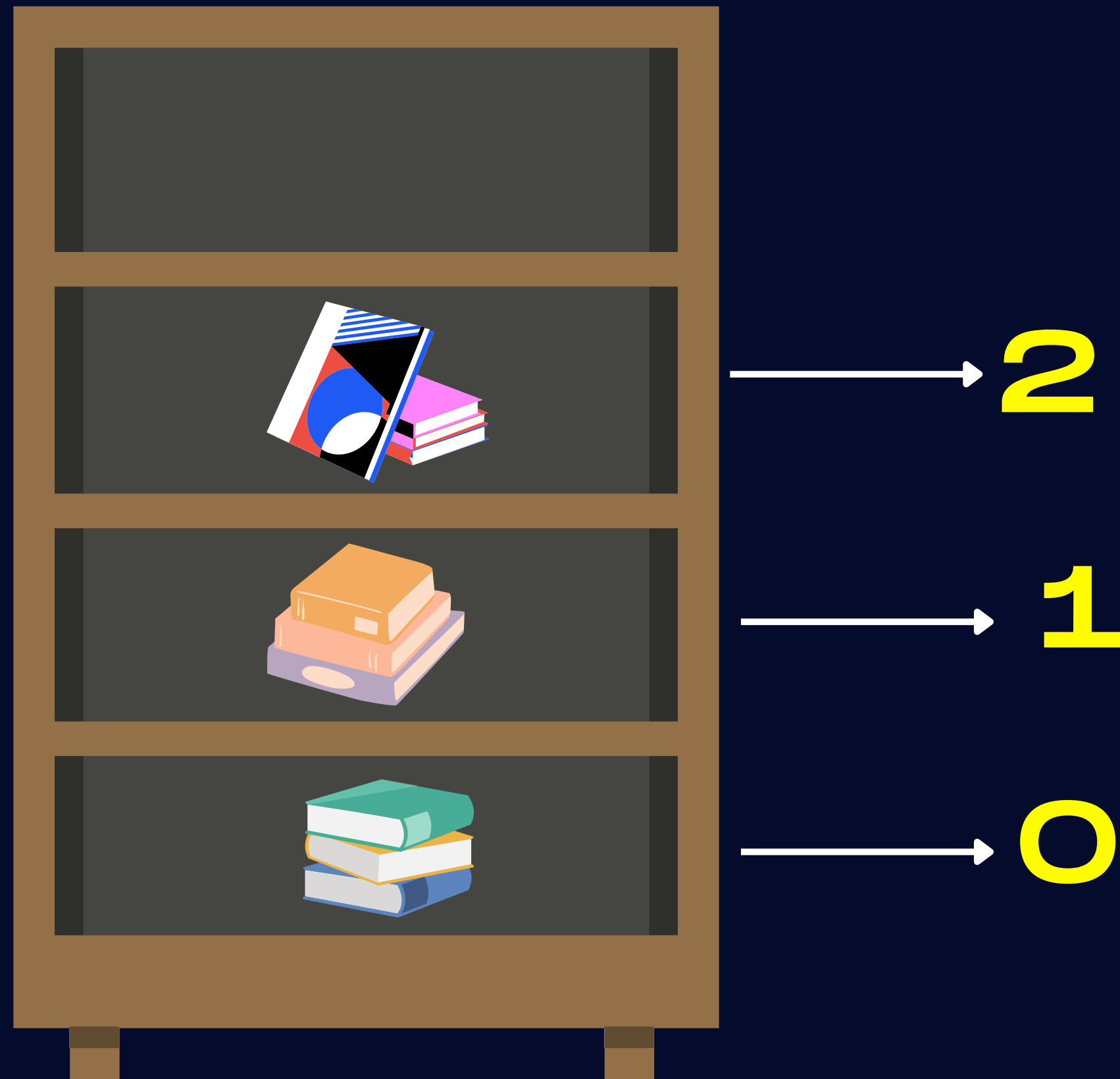
→ 1

→ 0



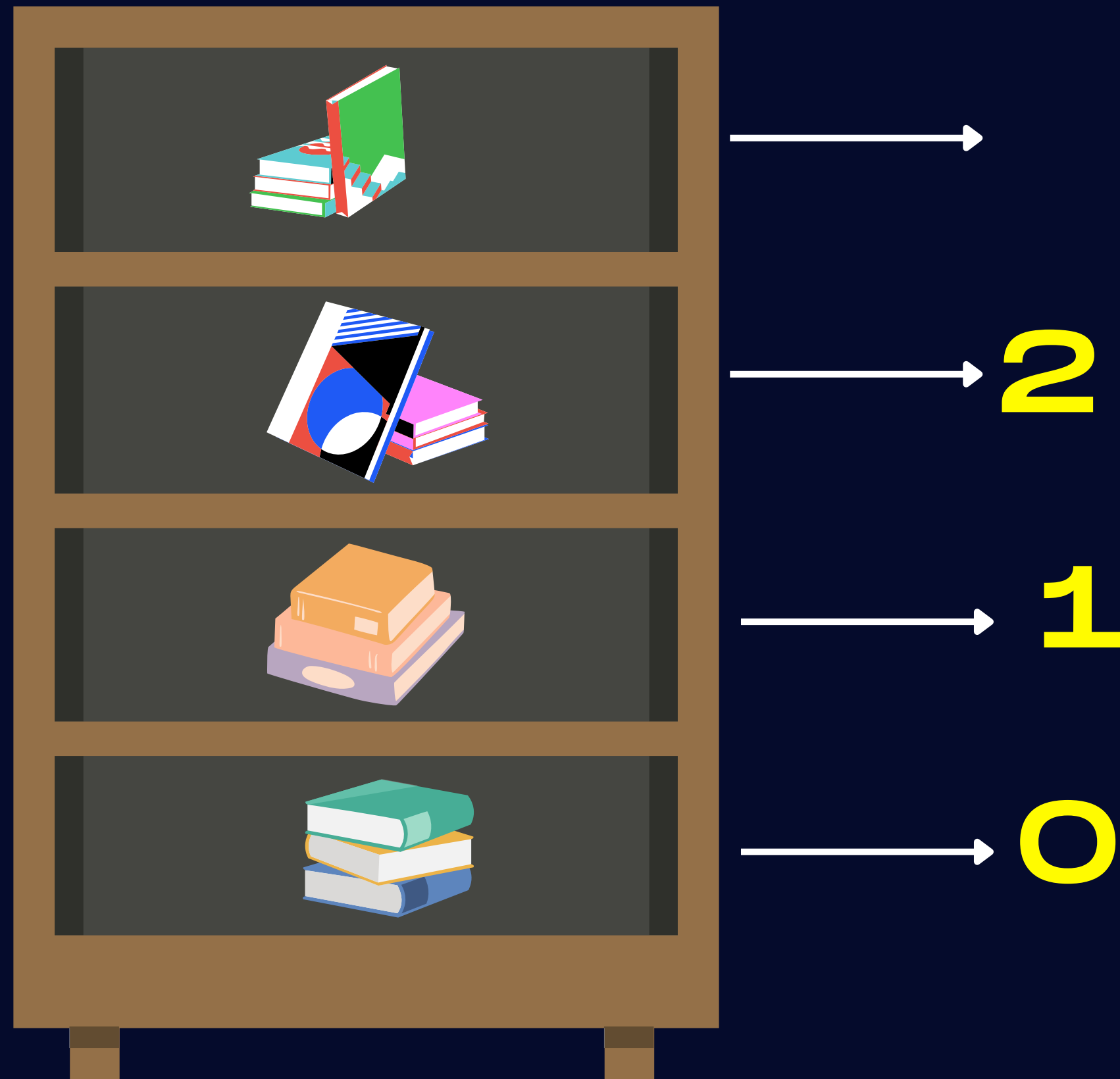
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# ARRAYS OF BOOKS



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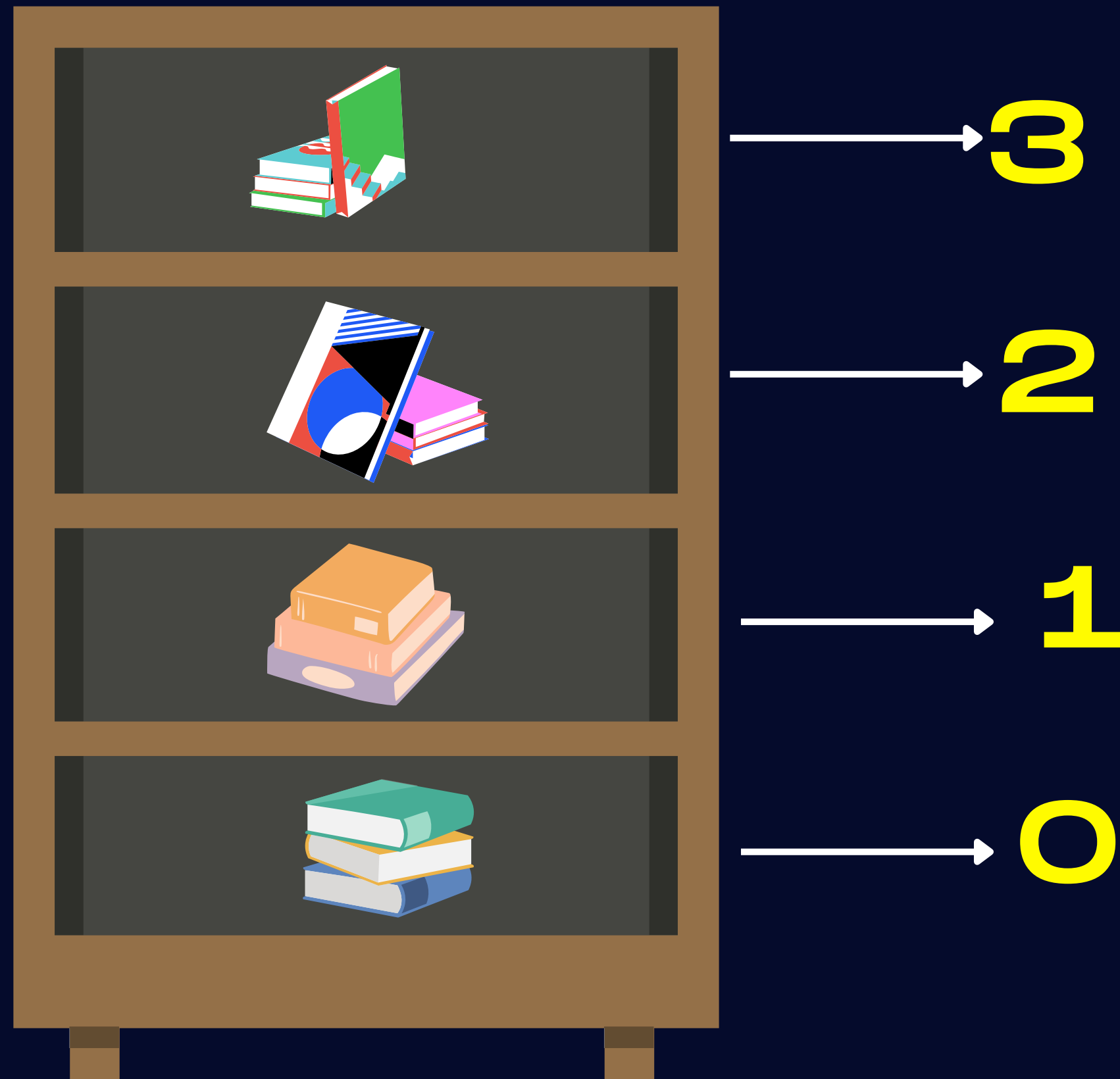
# ARRAYS OF BOOKS



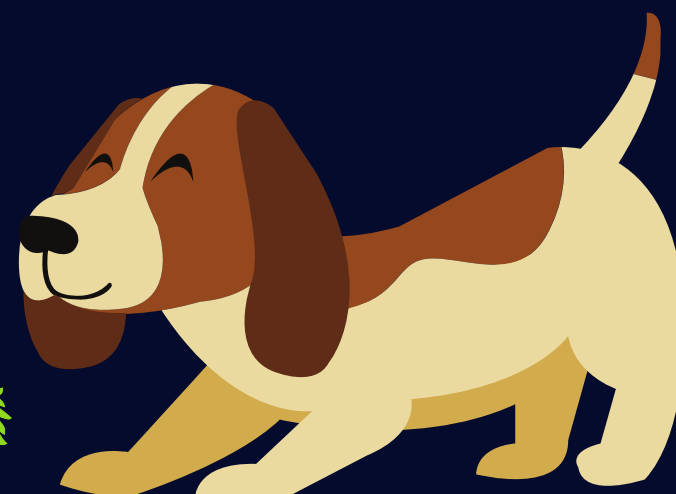
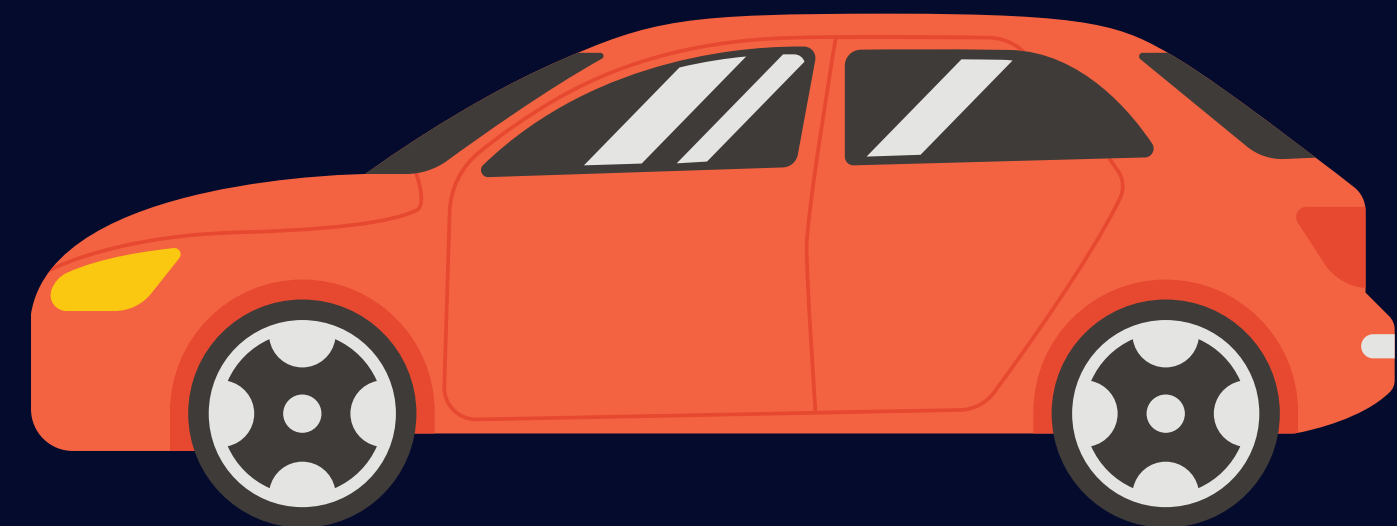


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# ARRAYS OF BOOKS



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# Javascript Objects



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# Person Object



JS



{ } syntax



Object Name

Properties

Methods

`person.name = John``person.greet()``person[name] = John``person.walk()``person.age = 25``person.shout()``person[age] = 25``person.run()`





# Javascript versions





# Javascript versions





JavaScript was created by Brendan Eich in 1995 and became an ECMA standard in 1997





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# Organization





# Javascript versions



The official name of the language is ECMAScript. ECMAScript versions have been abbreviated to ES1, ES2, ES3, ES5, and ES6. Since 2016, new versions have been named by year (ECMAScript 2016 / 2017 / 2018).





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## ECMA



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**ECMA** European Computer Manufacturers Association (ECMA)





# Javascript versions





# Javascript versions



1997





# Javascript versions



1997

ES1 (ECMAScript 1) first version of JS language standard





# Javascript versions



1997



2007

ES1 (ECMAScript 1) first version of JS language standard





# Javascript versions



1997



2007

ES1 (ECMAScript 1) first version of JS language standard

**ES5** (ECMAScript 5) New more features released





1997



2007



2015

ES1 (ECMAScript 1) first version of JS language standard

**ES5** (ECMAScript 5) New more features released

**ES6** (ECMAScript 5) Biggest update

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2007

ES5 (ECMAScript 5) New more features released

2015

ES6 (ECMAScript 5) Biggest update

2016

2017





# Javascript versions



# ES6/2015





# DESTRUCTURING

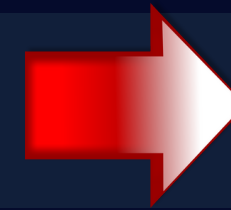
ES6/2015



ES6/2015

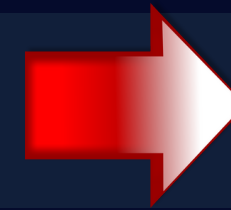


Rest parameters are a way to pass an arbitrary number of arguments to a function



ES6/2015

$$() \Rightarrow \{ \}$$

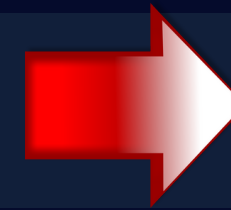
# ES6/2015

An arrow function expression is a more concise way to write a traditional function expression, but it cannot be used in all situations.



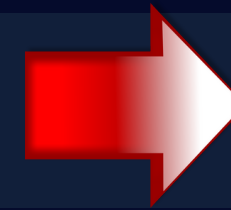
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# ARROW FUNCTION



ES6/2015

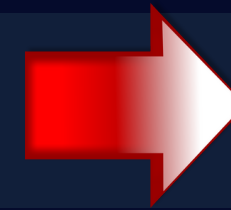




ES6/2015

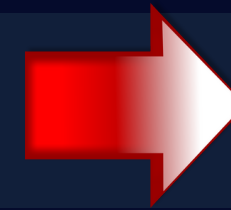


# Arrow function limitations



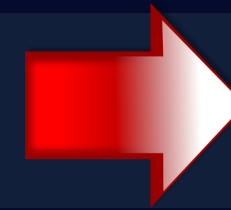
# ES6/2015

▶ Arrow functions do not have this keyword.



# ES6/2015

- Arrow functions do not have this keyword.
- Arrow functions do not have arguments.



# ES6/2015

- Arrow functions do not have this keyword.
- Arrow functions do not have arguments.
- Arrow functions cannot use as a constructor.



The spread operator (...) is a convenient way to copy all or part of an existing array or object into another array or object.

ES6/2015

## Spread vs Rest

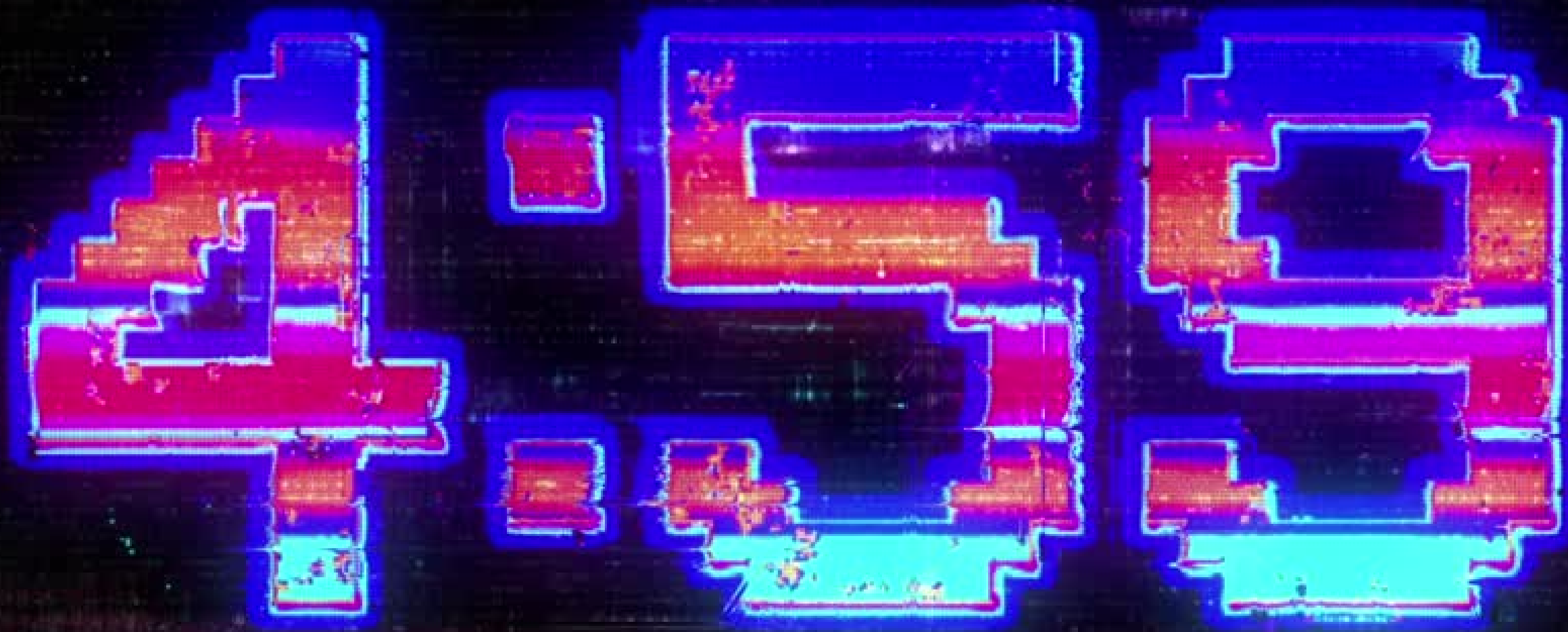
*Spread syntax "expands" an array into its elements, while rest syntax collects multiple elements and "condenses" them into a single element*





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# Math Object



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# Number Methods



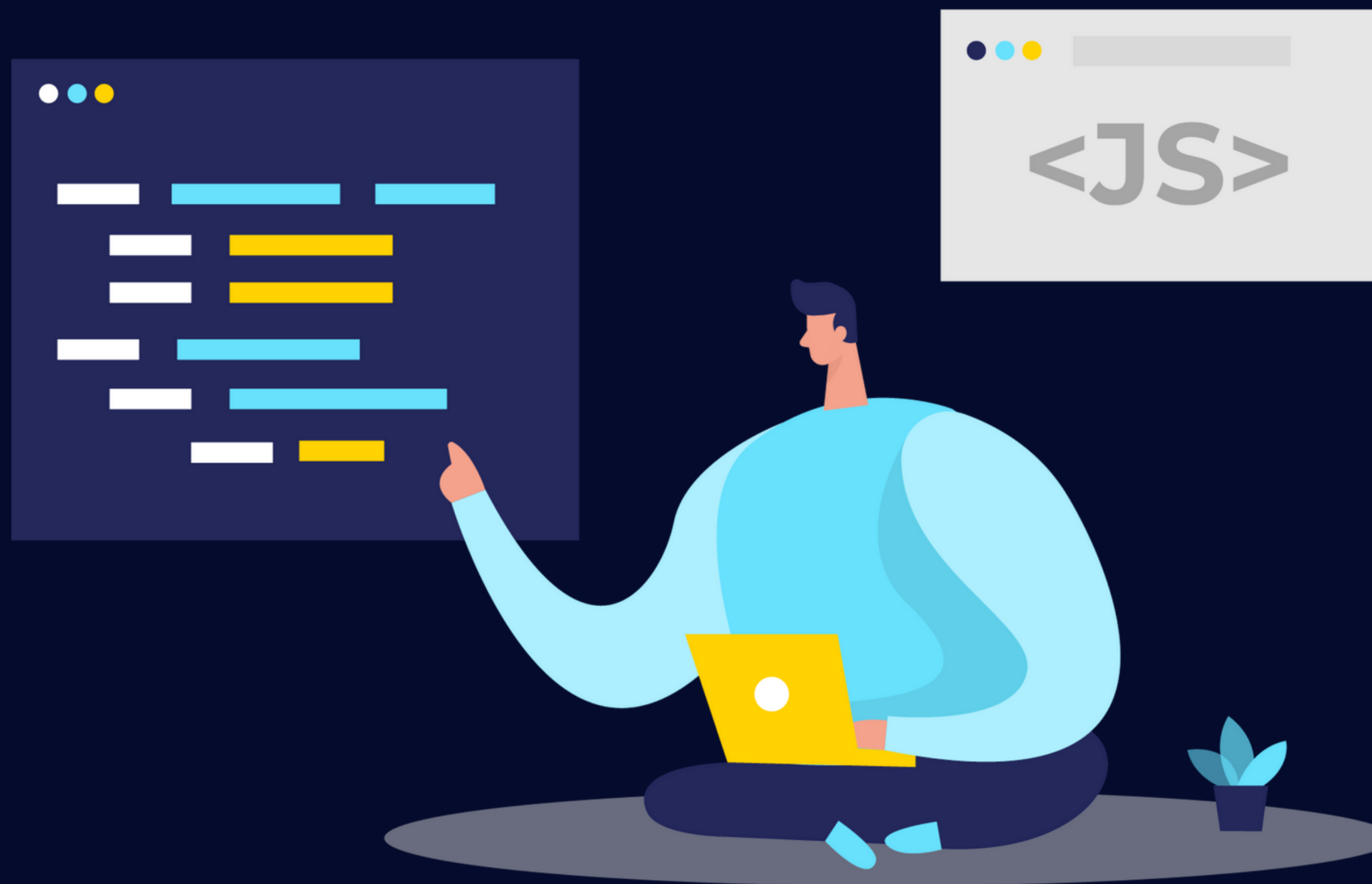




Primitive values cannot have properties and methods, but JavaScript treats primitive values as objects when executing methods and properties. This allows for methods and properties to be available to primitive values.

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# Advanced Functions



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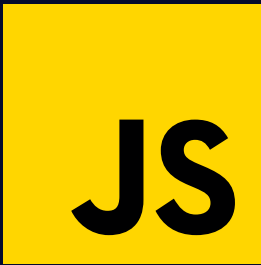
# Functions

## Scope



Variable and function visibilities





```
1  let number = 10;
2
3  function findTotal() {
4      const arr = [3, 5, 7, 9];
5      let total = 0;
6
7      for (let i = 0; i < arr.length; i++) {
8          let msg = "The loop has run " + i + " times";
9          total += arr[i];
10     }
11 }
12
```



Global Scope

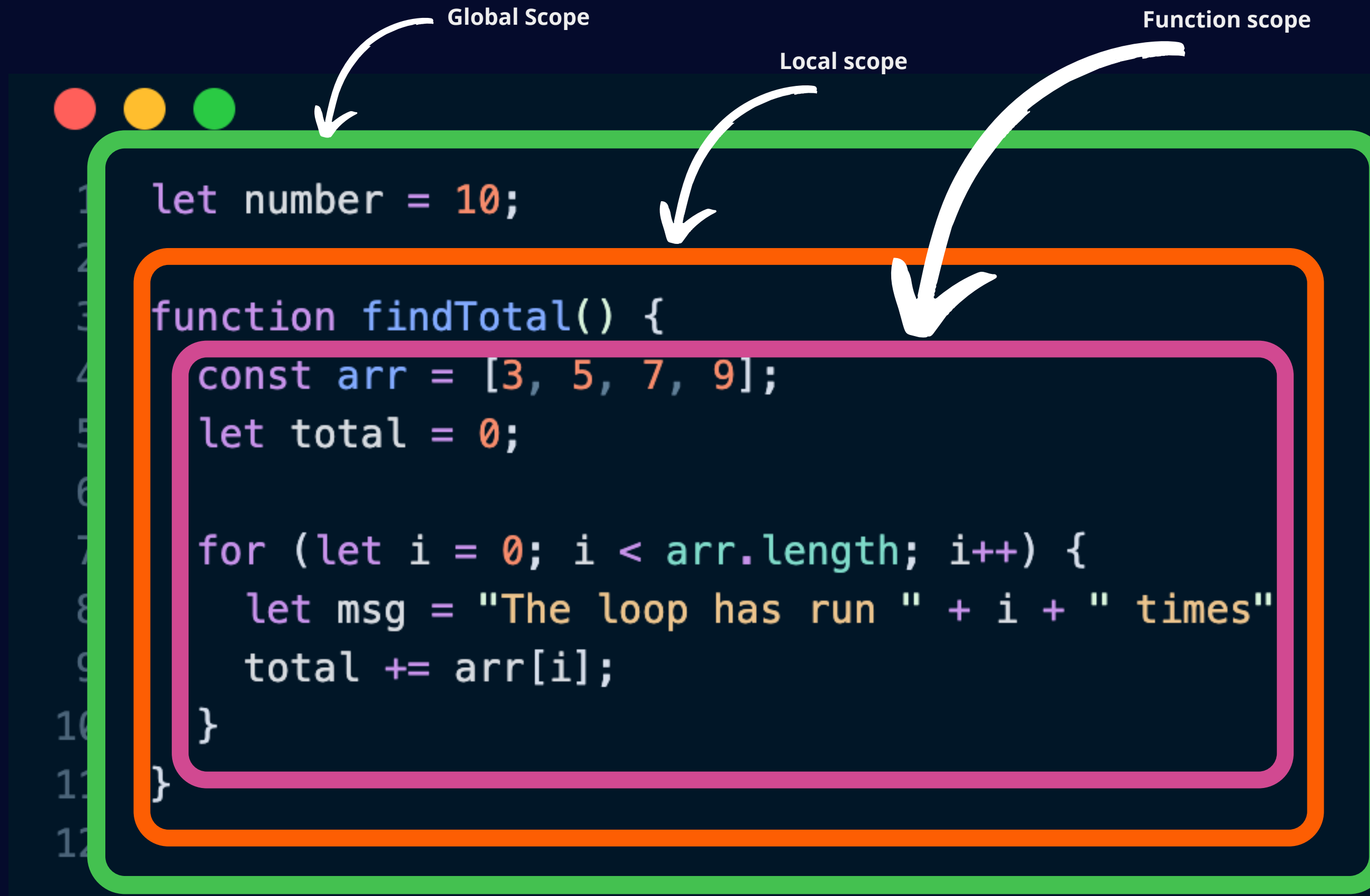
```
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12
```

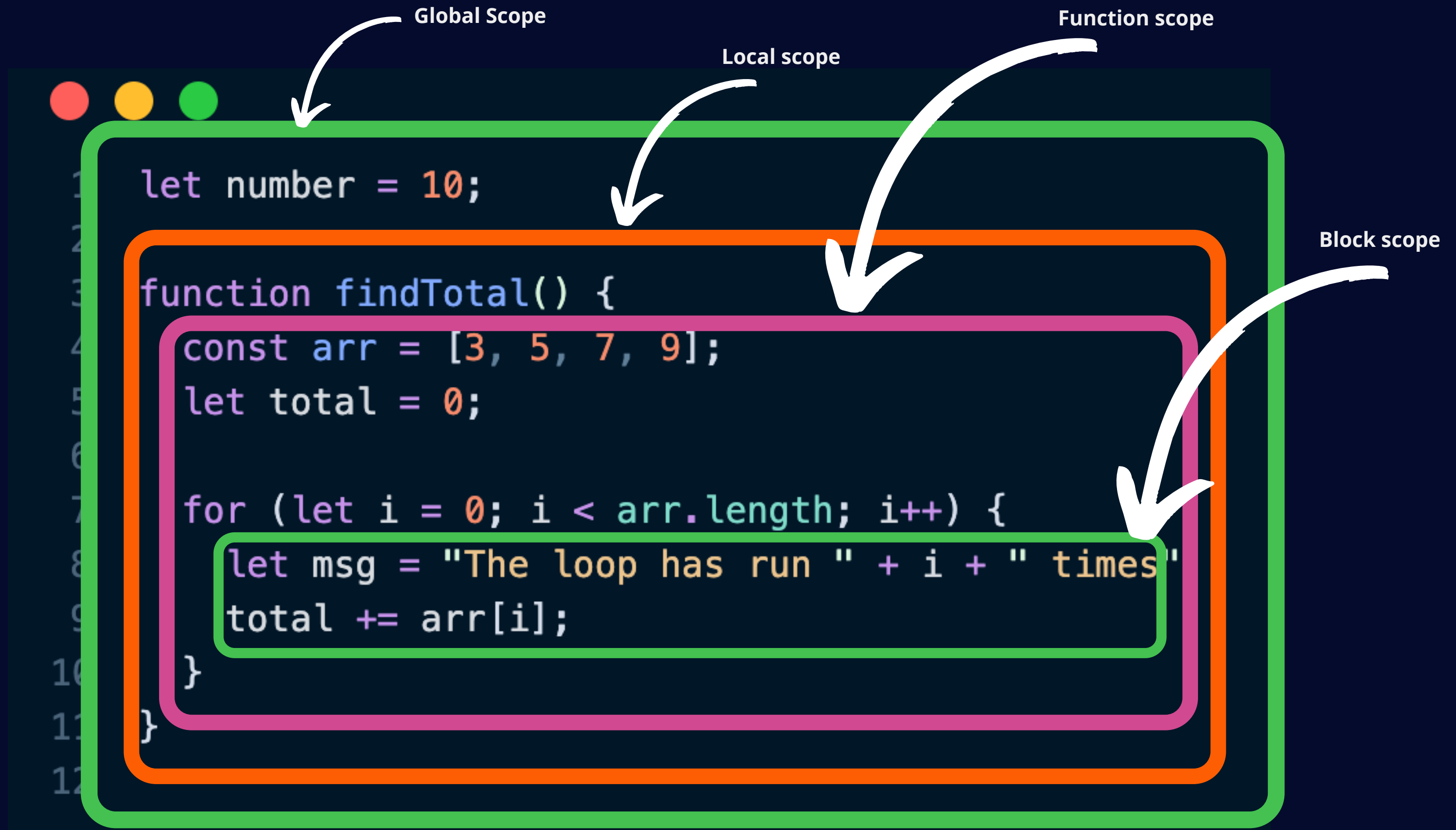
Global Scope

Local scope

```
1 let number = 10;  
2  
3 function findTotal() {  
4   const arr = [3, 5, 7, 9];  
5   let total = 0;  
6  
7   for (let i = 0; i < arr.length; i++) {  
8     let msg = "The loop has run " + i + " times";  
9     total += arr[i];  
10  }  
11 }  
12
```







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# HISTORY OF JAVASCRIPT



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**Brendan Eich**



- JavaScript was created in 1995 by Brendan Eich



**Brendan Eich**

# HISTORY OF JAVASCRIPT



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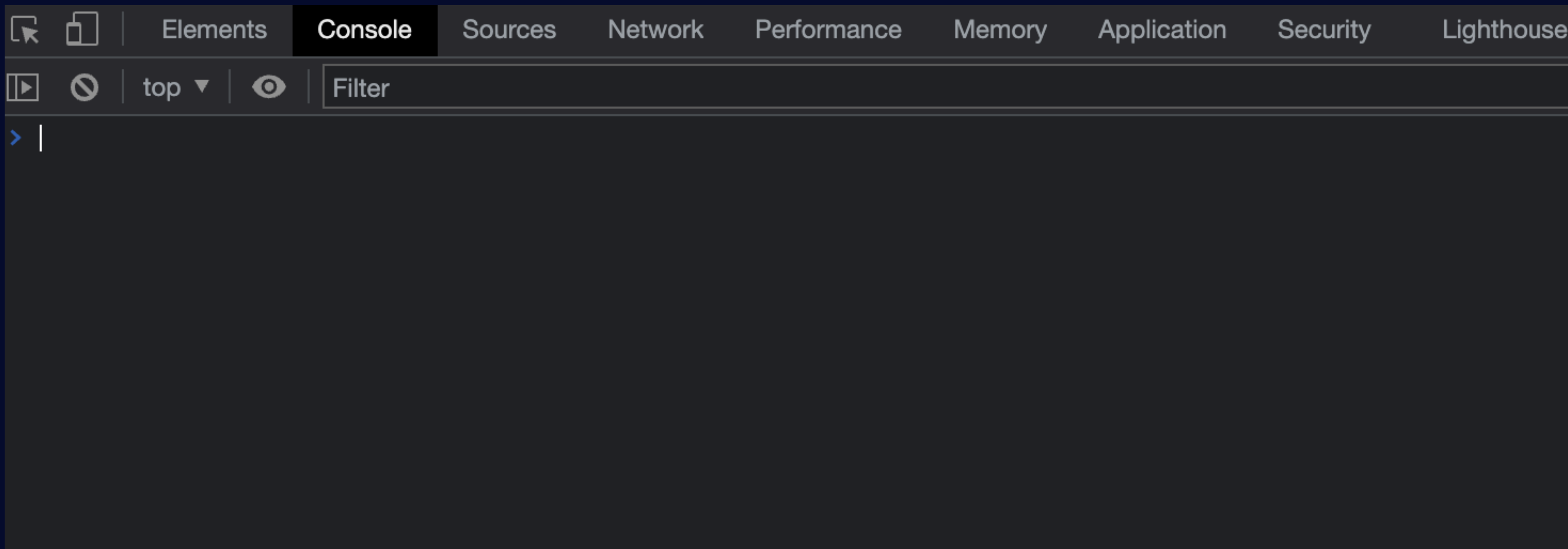
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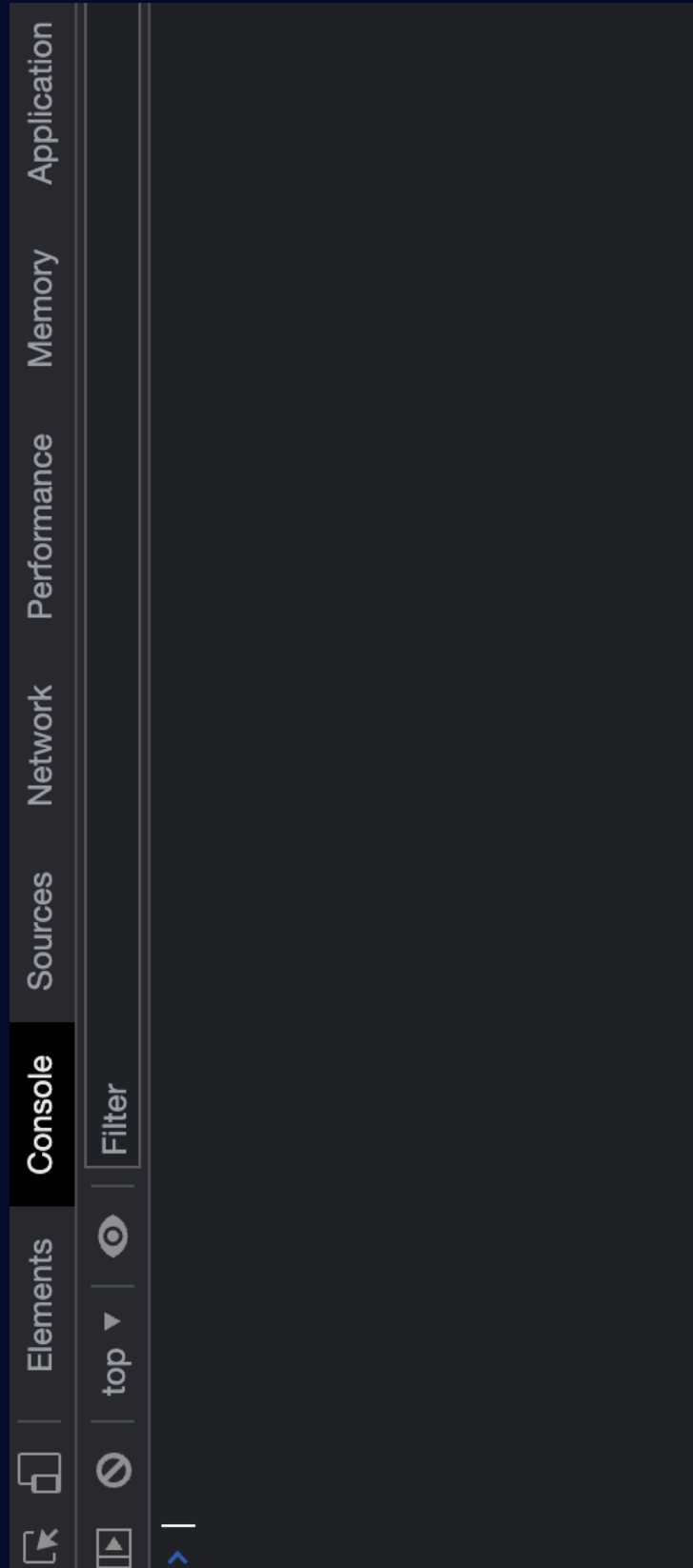
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# console.log()



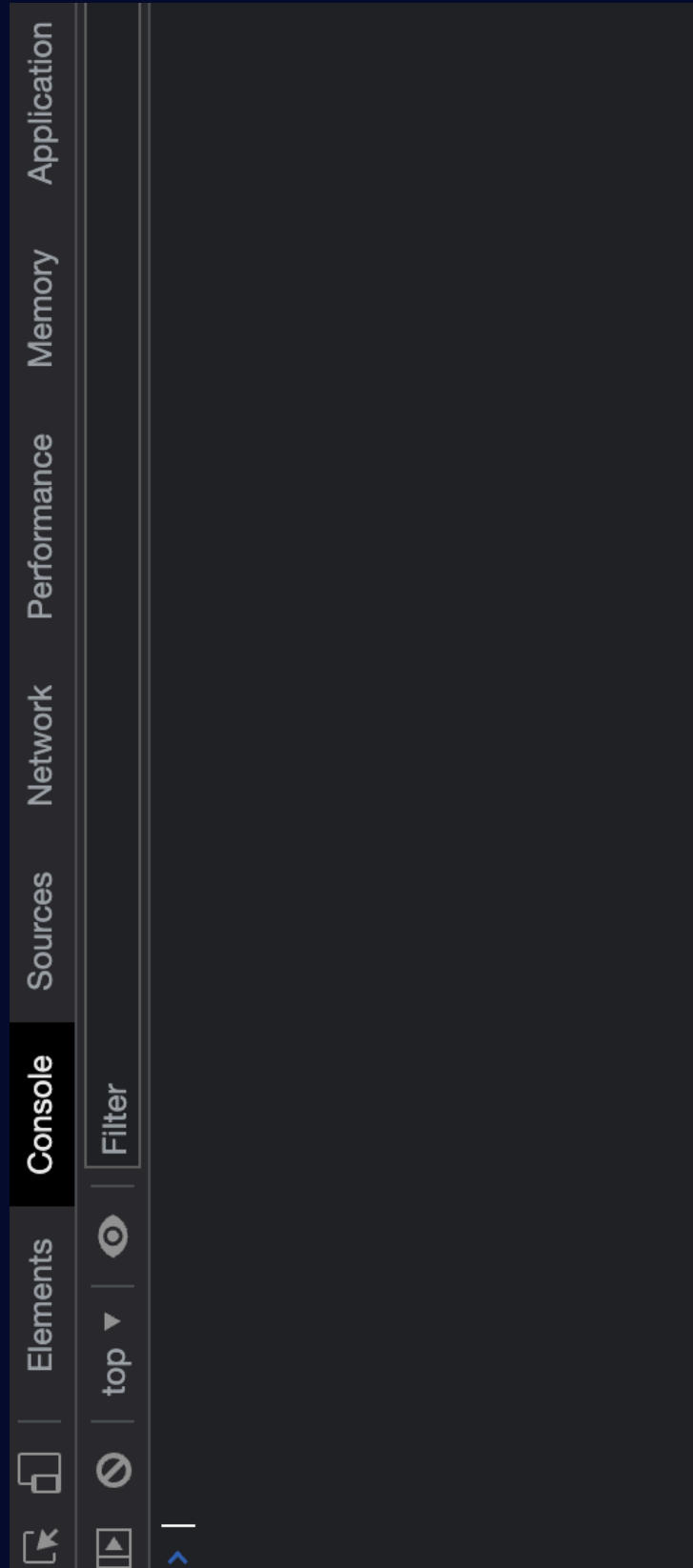
# console.log()



The console.log() is a function in JavaScript which is used to print any kind of variables



# console.log()



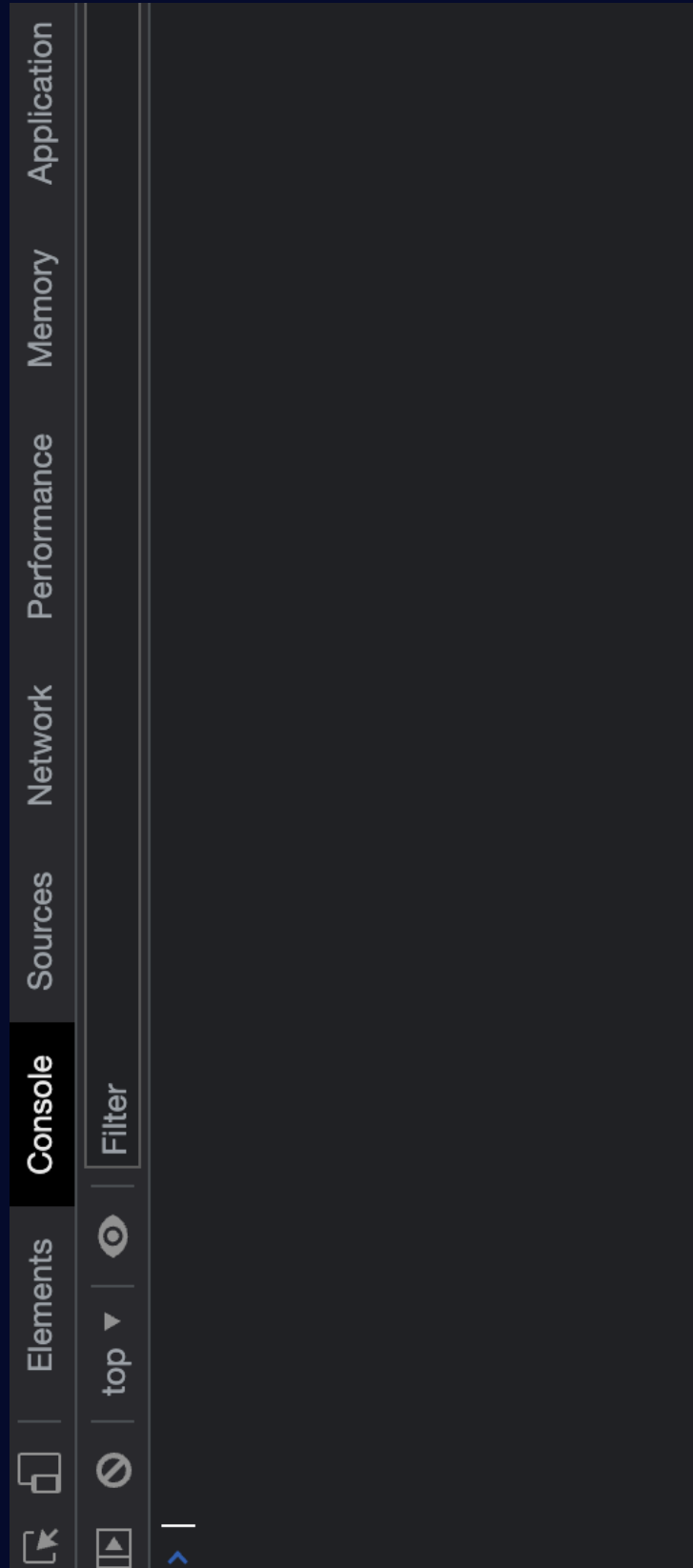
➤ The console.log() is a function in JavaScript which is used to print any kind of variables

➤ It is like a command-line interface that runs JavaScript on your JavaScript engine.





# console.log()

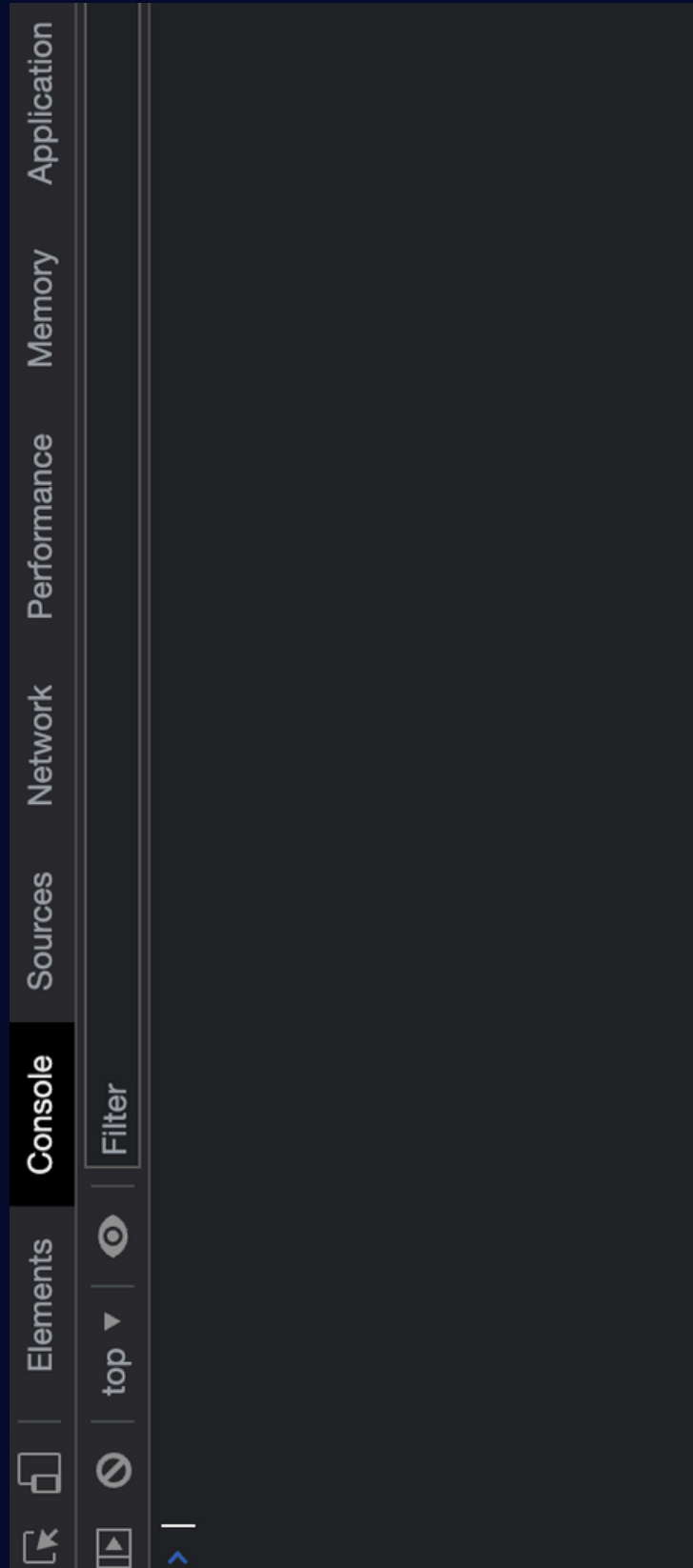


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# console.log()



➤ The console.log() is a function in JavaScript which is used to print any kind of variables

➤ It is like a command-line interface that runs JavaScript on your JavaScript engine.

➤ read-eval-print loop (REPL). This refers to the loop that the console runs



# Features of javascript



# Features of javascript



It's a single threaded language



It's a single threaded language

It's a dynamically typed language



It's a single threaded language

It's a dynamically typed language

object-oriented language





It's a single threaded language

It's a dynamically typed language

object-oriented language

It's a garbage collector



It's a single threaded language

It's a dynamically typed language

object-oriented language

It's a garbage collector

It's a client-side language



It's a single threaded language

It's a dynamically typed language

object-oriented language

It's a garbage collector

It's a client-side language

It's a server-side language



It's a single threaded language

It's a dynamically typed language

object-oriented language

It's a garbage collector

It's a client-side language

It's a server-side language

It's a non-blocking



It's a single threaded language

It's a dynamically typed language

object-oriented language

It's a garbage collector

It's a client-side language

It's a server-side language

It's a non-blocking

It's a high-level language





# Features of javascript



It's a single threaded language

It's a dynamically typed language

object-oriented language

It's a garbage collector

It's a client-side language

It's a server-side language

It's a non-blocking

It's a high-level language



This means that js executes the code line by line.







# Features of javascript



It's a single threaded language

It's a dynamically typed language

object-oriented language

It's a garbage collector

It's a client-side language

It's a server-side language

It's a non-blocking

It's a high-level language



This means that the type of a variable can change during the program execution



It's a single threaded language

It's a dynamically typed language

object-oriented language

It's a garbage collector

It's a client-side language

It's a server-side language

It's a non-blocking

It's a high-level language

It's a programming paradigm that uses objects as the primary way of representing data which uses Prototypal Inheritance



It's a single threaded language

It's a dynamically typed language

object-oriented language

It's a garbage collector

It's a client-side language

It's a server-side language

It's a non-blocking

It's a high-level language

It's a process that frees up memory by removing objects that are no longer used in the program and it's called garbage collection.



It's a single threaded language

It's a dynamically typed language

object-oriented language

It's a garbage collector

It's a client-side language

It's a server-side language

It's a non-blocking

It's a high-level language

◀ Using javascript in the browser



It's a single threaded language

It's a dynamically typed language

object-oriented language

It's a garbage collector

It's a client-side language

It's a server-side language

It's a non-blocking

It's a high-level language

◀ Using javascript on the server



It's a single threaded language

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It's a non-blocking


It's a high-level language

It's a code that runs concurrently in the background with the help of event loop





High-level language



For high level programming languages like JavaScript, Python, Ruby, etc. resources management are done automatically



High-level language

multi paradigm language



This a coding approach to structure code

1. Functional programming
2. Object oriented programming
3. Procedural programming



# V8 Engine



JS

# V8 Engine



V8 Engine



[www.inovotekacademy.com](http://www.inovotekacademy.com)



i-novotek academy



inovotekacademy



**V8 Engine**

Javascript engine is a computer program that runs javascript code



**V8 Engine**

Javascript engine is a computer program that runs javascript code

Computers only understand machine code.





**V8 Engine**

Javascript engine is a computer program that runs javascript code

Computers only understand machine code.

```
101001100010111  
000111010111001  
011010101001010  
110110110101010  
101010101001010
```



V8 Engine

source code



V8 Engine

source code

```
res = await axios.get('https://api.github.com/repos/i-novotek/academy/statuses')
status = {}
for (data in res.data) {
  status = Status({
    status_id: data.id, name: data.name
  })
  statuses[status.name] = status
}
return statuses
```



V8 Engine

source code



```
res = await axios.get('https://api.github.com/repos/i-novotek/academy/statuses')
status = {}
for (data in res.data) {
  status = Status({
    status_id: data.id, name: data.name
  })
  statuses[status.name] = status
}
return statuses
```



V8 Engine

source code

```
resp.iter = self.status_iterator = iter(statuses)
statuses = {}
async for data in resp.iter:
    status = Status(
        status_id=data.id, name=data.name
    )
    statuses[status.name] = status
return statuses
```



AST (abstract syntax tree)



V8 Engine



source code

```
responder = {  
  status: 200,  
  data: {  
    statuses: []  
  }  
}  
  
async function getResponser() {  
  for (let i = 0; i < 10; i++) {  
    status = Status({  
      status_id: i, name: 'status_' + i  
    })  
    statuses.push(status)  
  }  
  return statuses  
}
```

parser

AST (abstract syntax tree)



V8 Engine



V8 Engine

source code

```
res = {}  
res.data = self.get_data()  
status = {}  
status.data = self.get_data()  
status.id = self.get_data()  
status.name = self.get_data()  
status.status = self.get_data()  
return status
```

parser

AST (abstract syntax tree)



V8 Engine

source code

```
res = {}  
res.data = self.get_data()  
status = Status()  
status_id = data.id, name = data.name  
status_id = data.id, name = data.name  
status_id = data.id, name = data.name  
return statuses
```

parser

AST (abstract syntax tree)

machine code



V8 Engine

source code

```
res = {}  
res.data = self.get_data()  
status = {}  
status.data = self.get_status()  
status.id = self.get_id()  
status.name = self.get_name()  
status.status = self.get_status()  
return status
```

parser

AST (abstract syntax tree)

Compilation

machine code



V8 Engine

source code

```
responder = {  
  statuses: {}  
}  
async for data in respo.iter:  
  status = Status(  
    status_id=data.id, name=data.name  
  )  
  statuses[status.name] = status  
return statuses
```

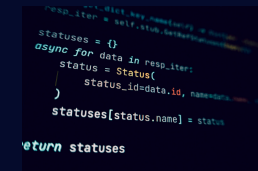
parser

AST (abstract syntax tree)

Compilation

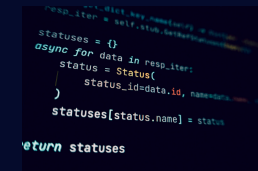
machine code

browser



# hine code

100



# hi

over

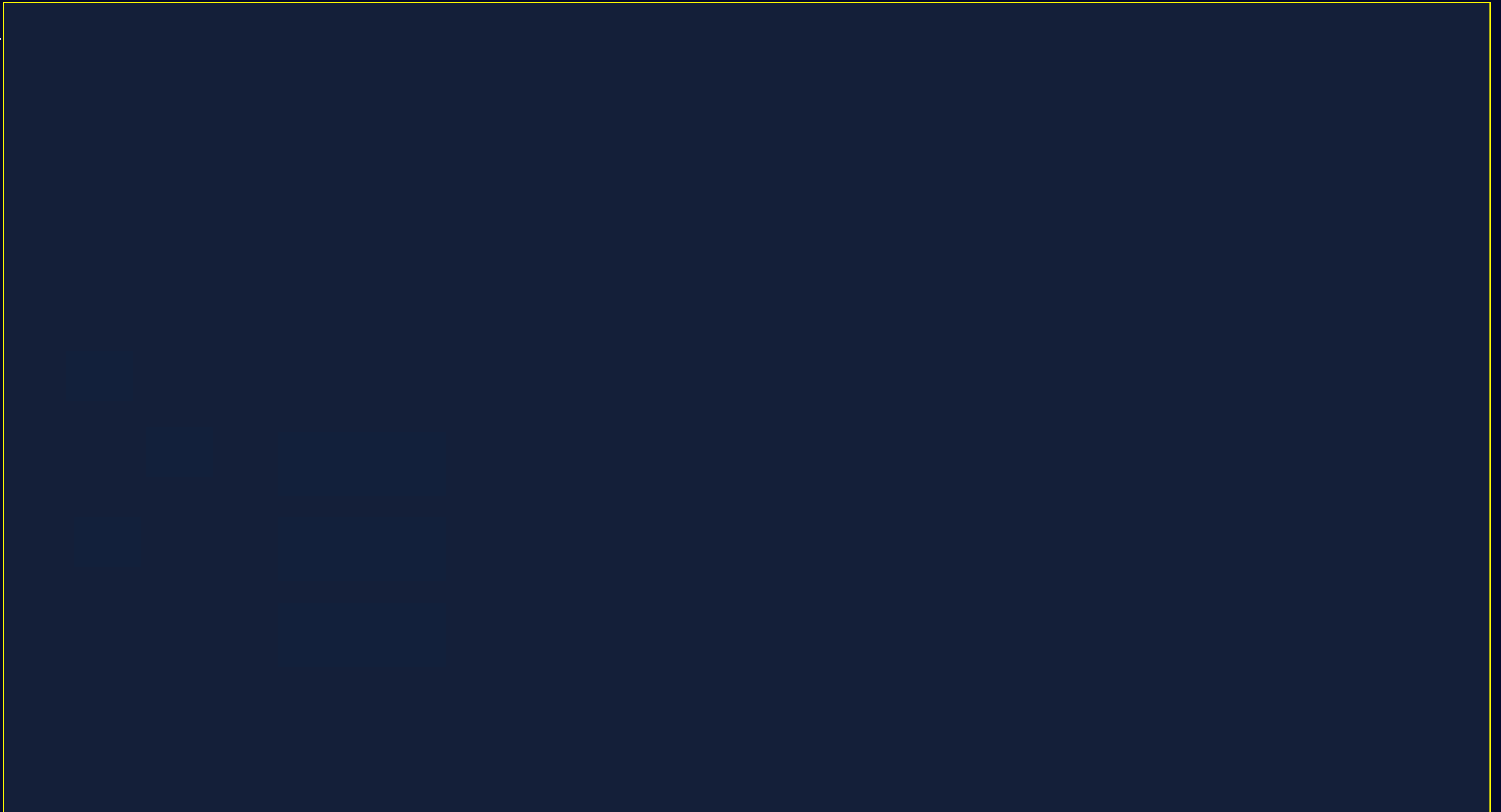
ov







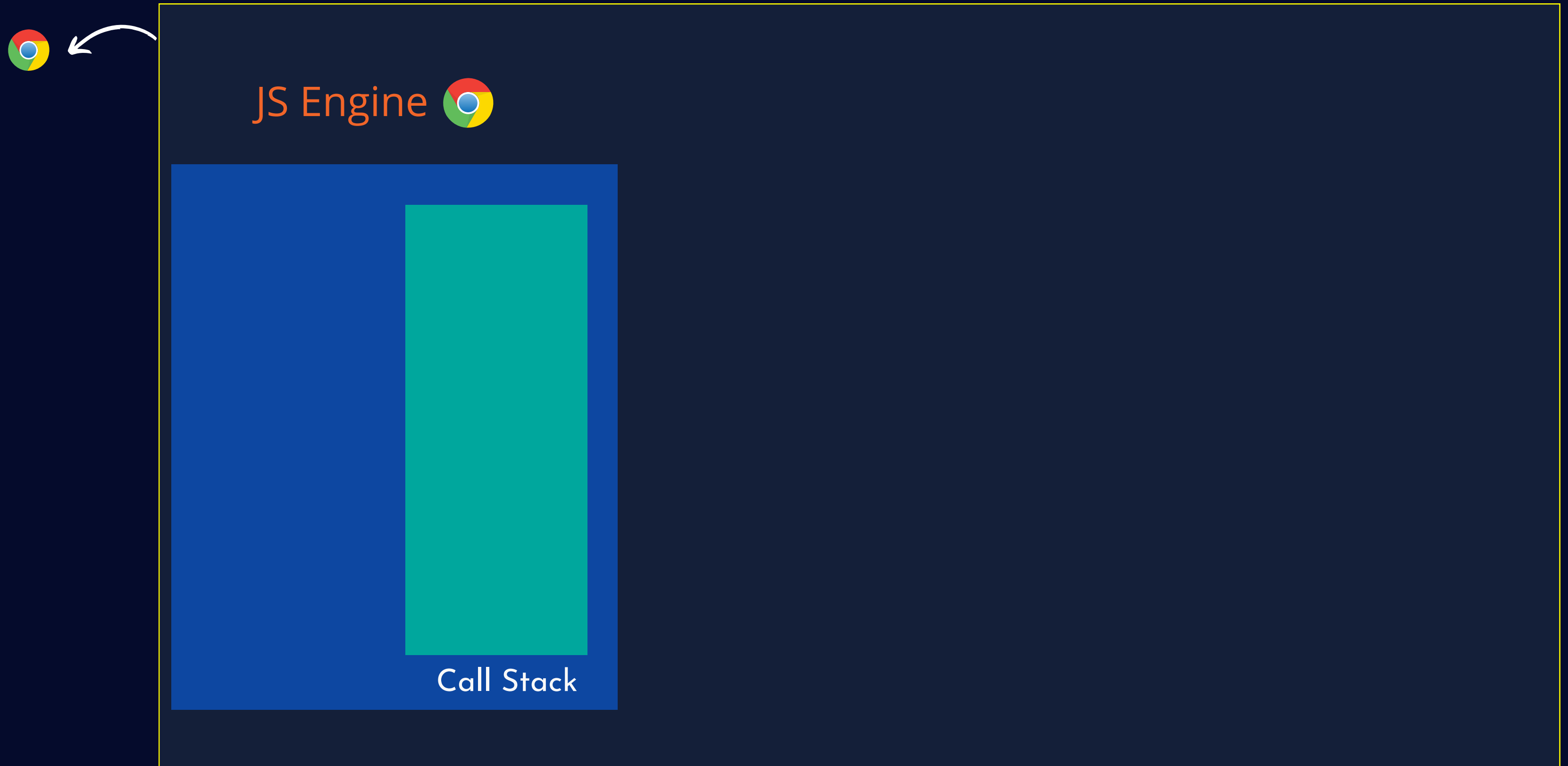
JS runtime, in a layman's point of view, it's a box that contains all the things we need to run our code.

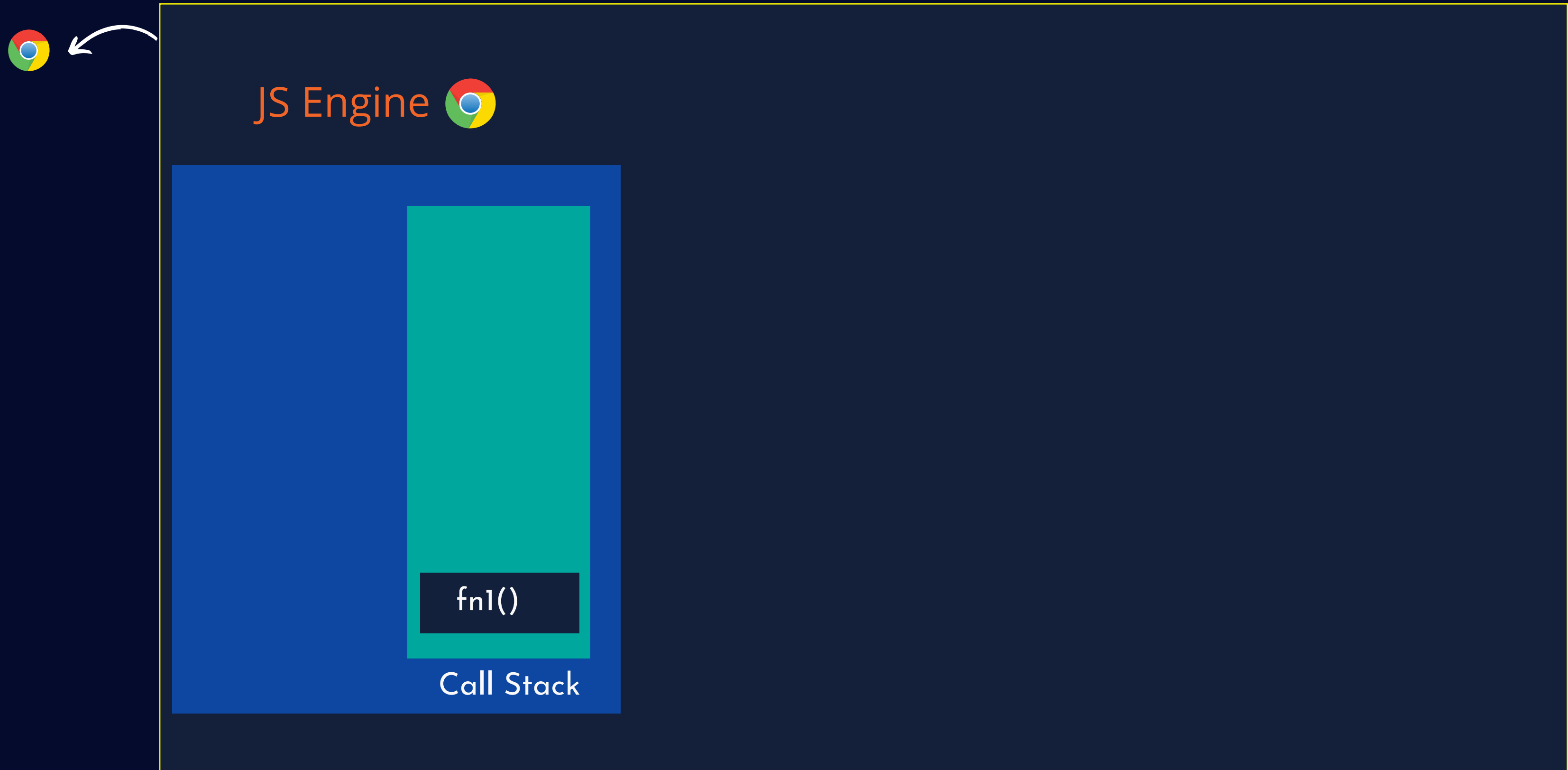


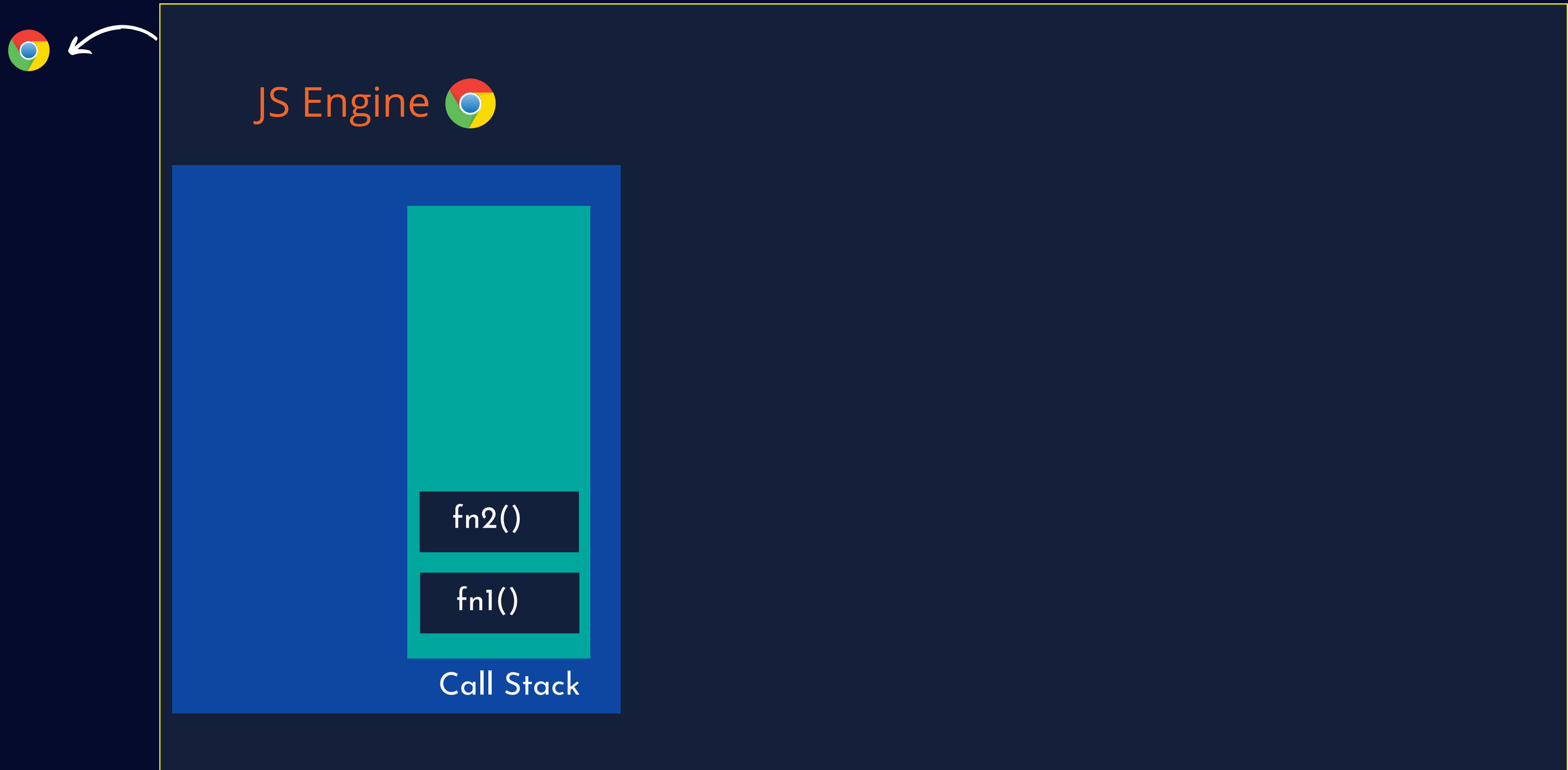


JS Engine











JS Engine 

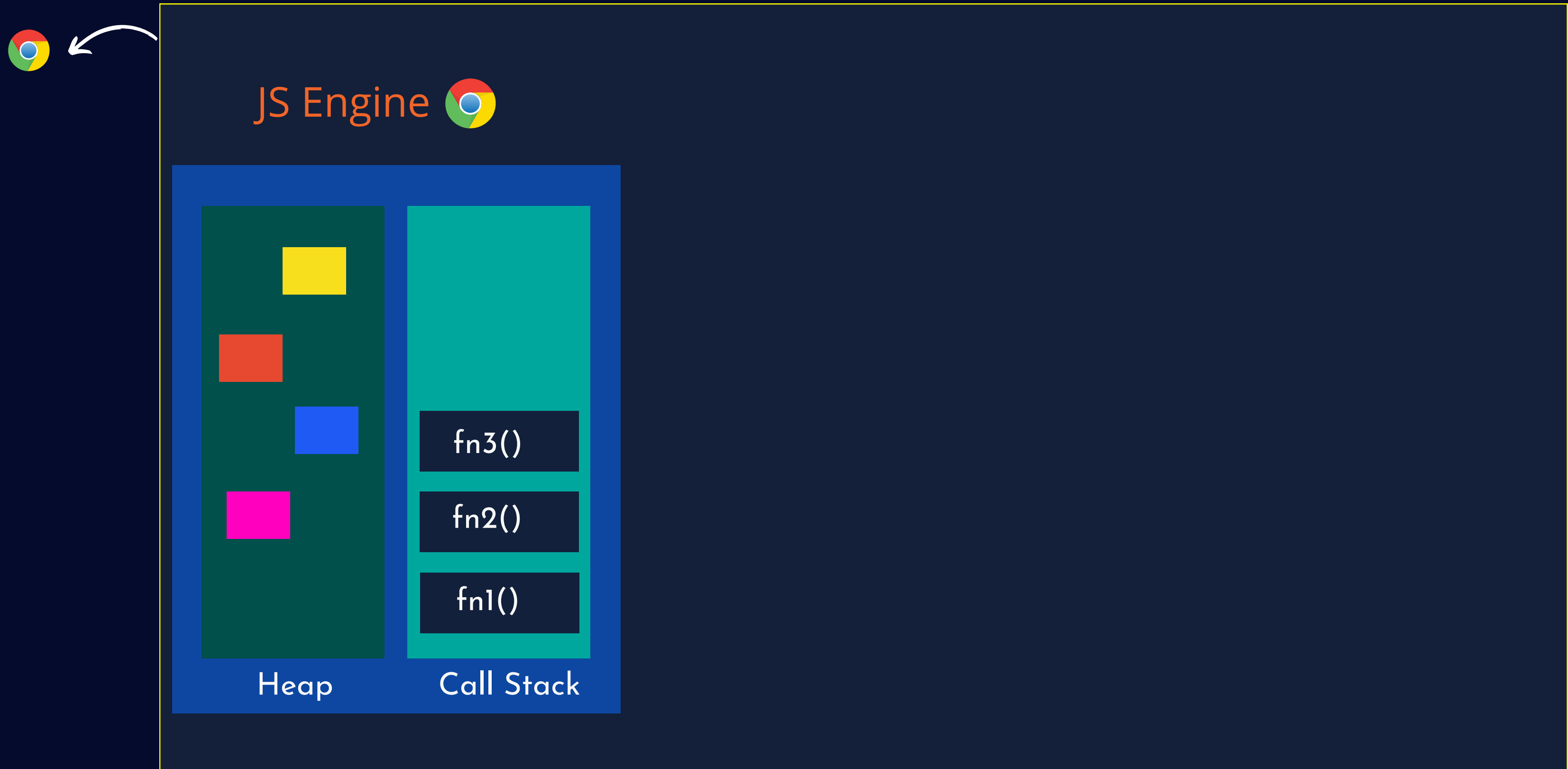
fn3()

fn2()

fn1()

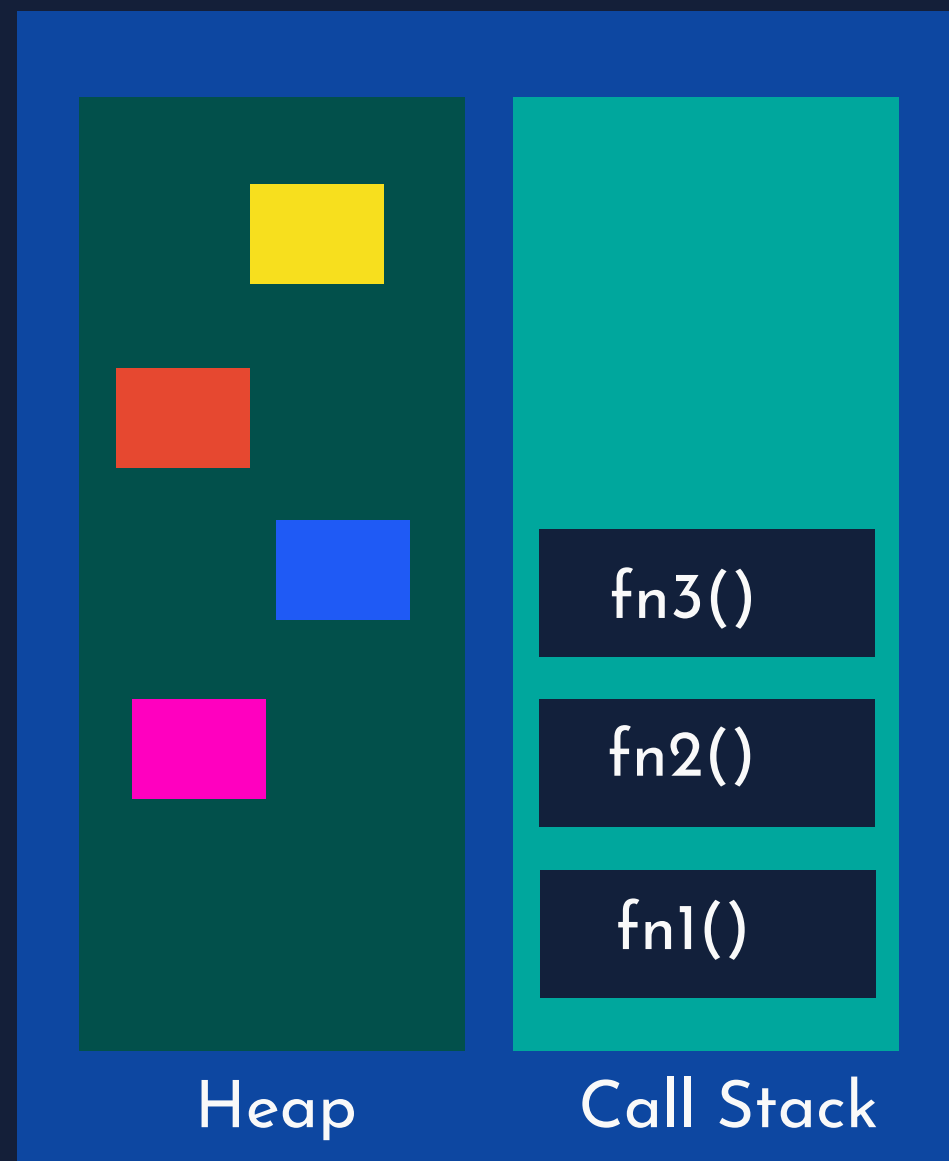
Call Stack



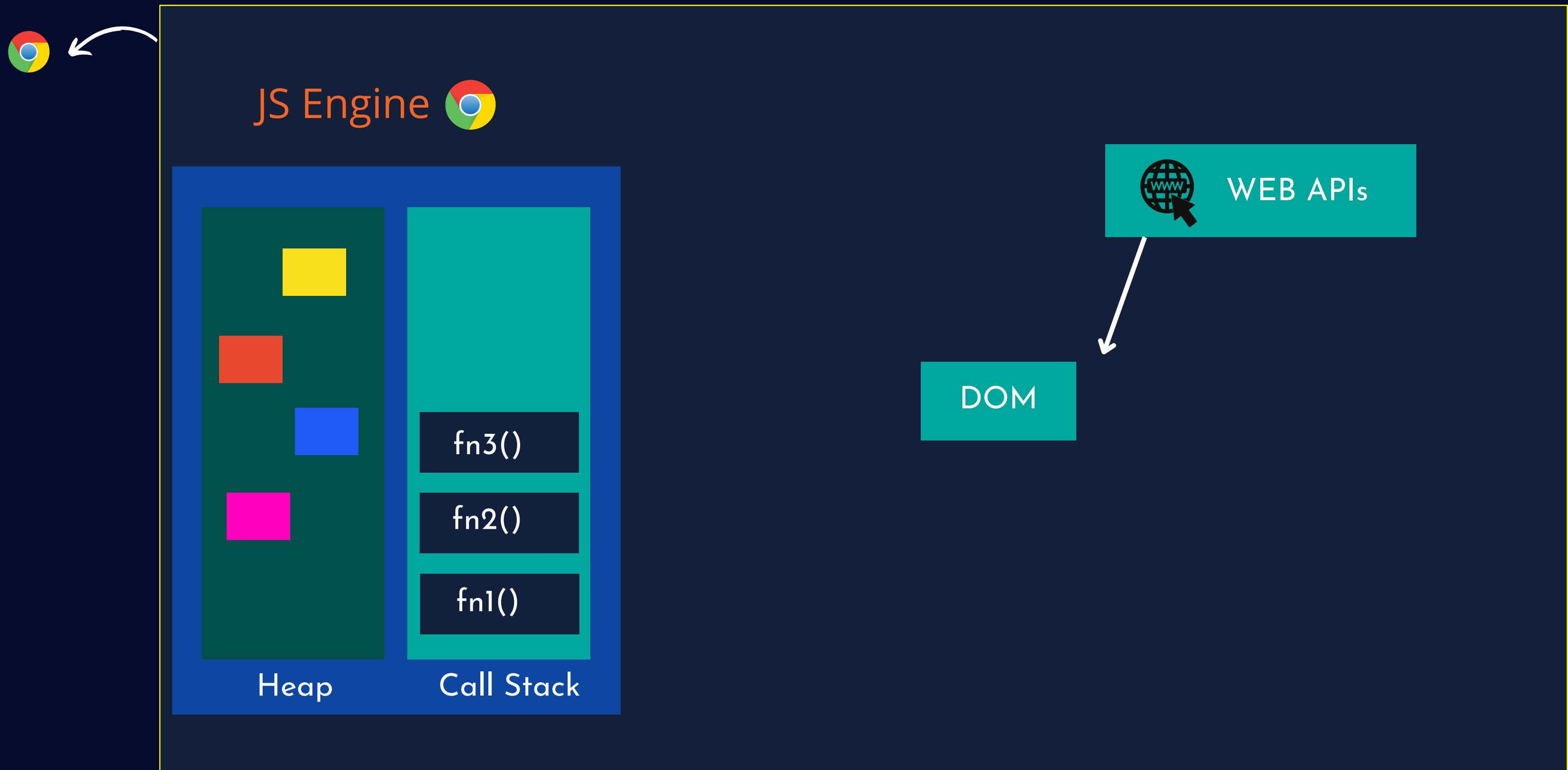


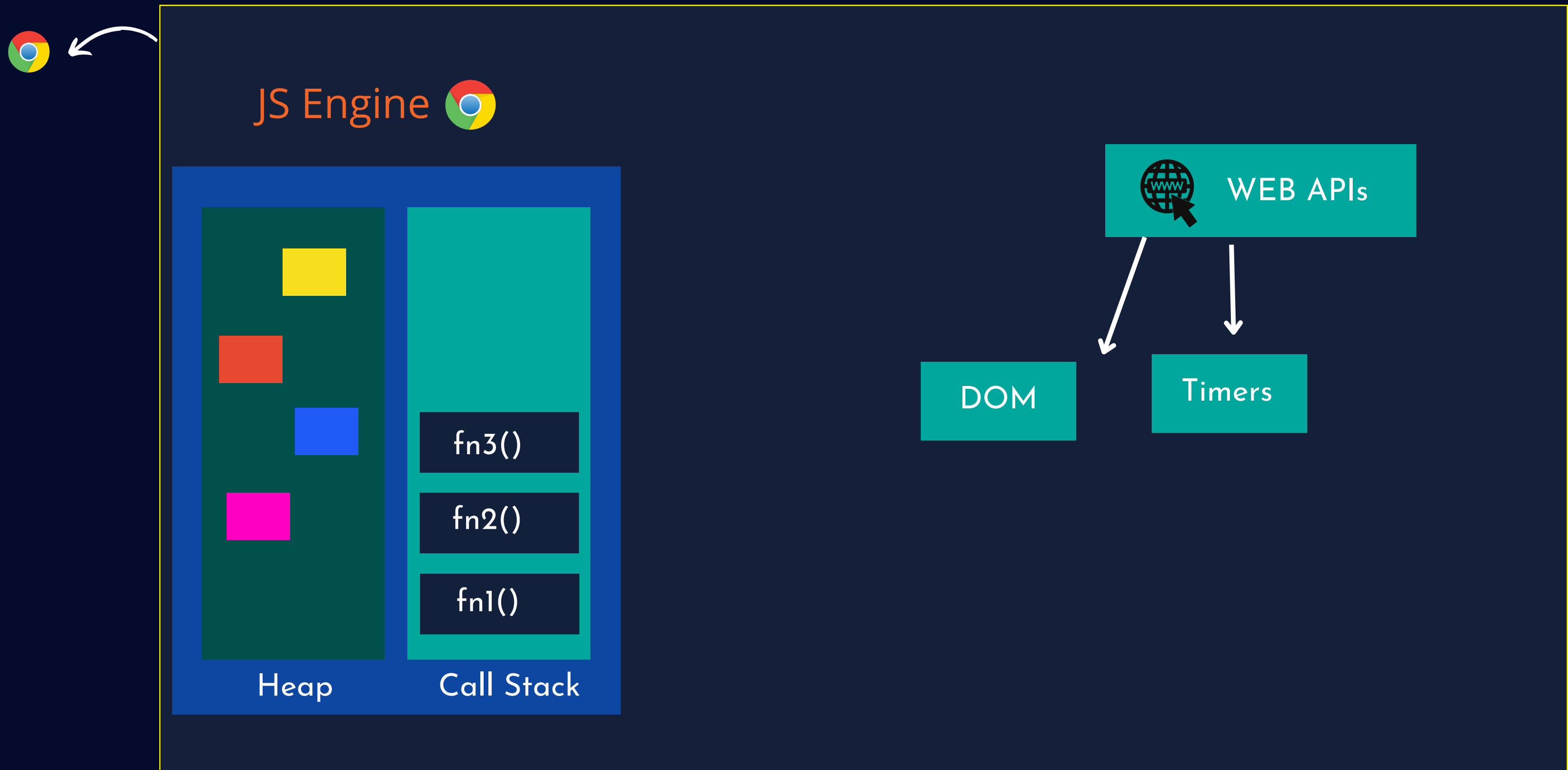


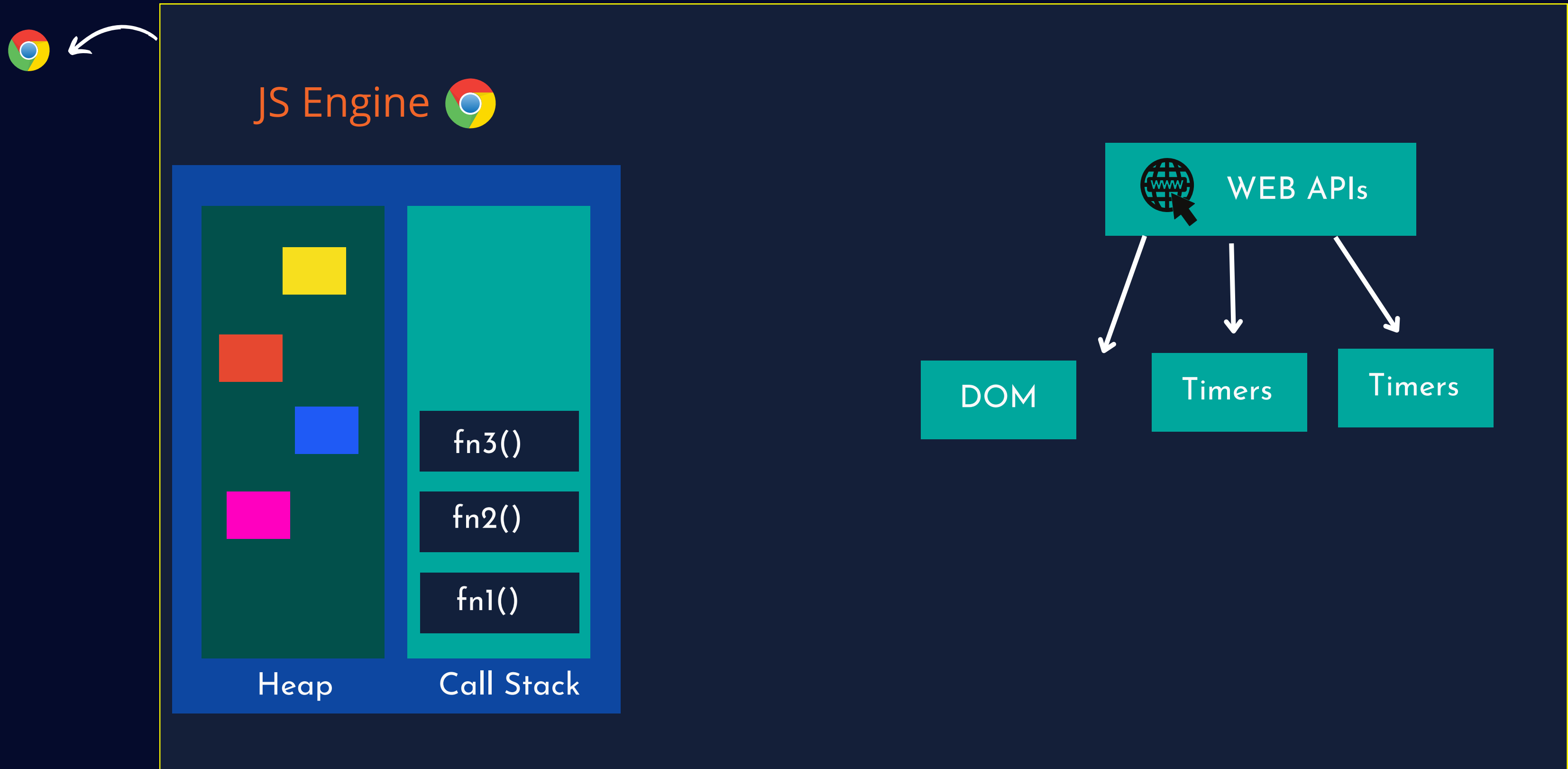
JS Engine 



WEB APIs

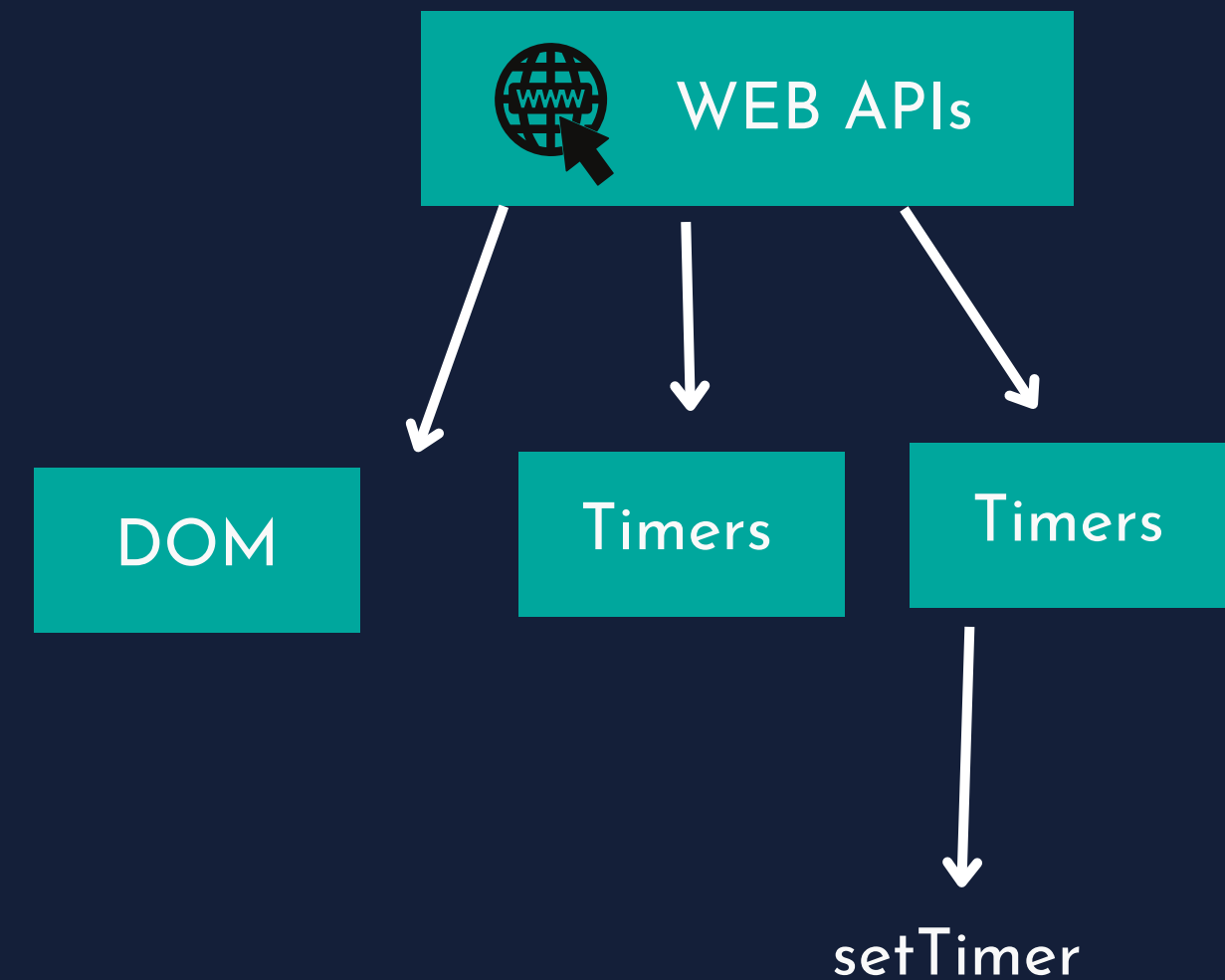
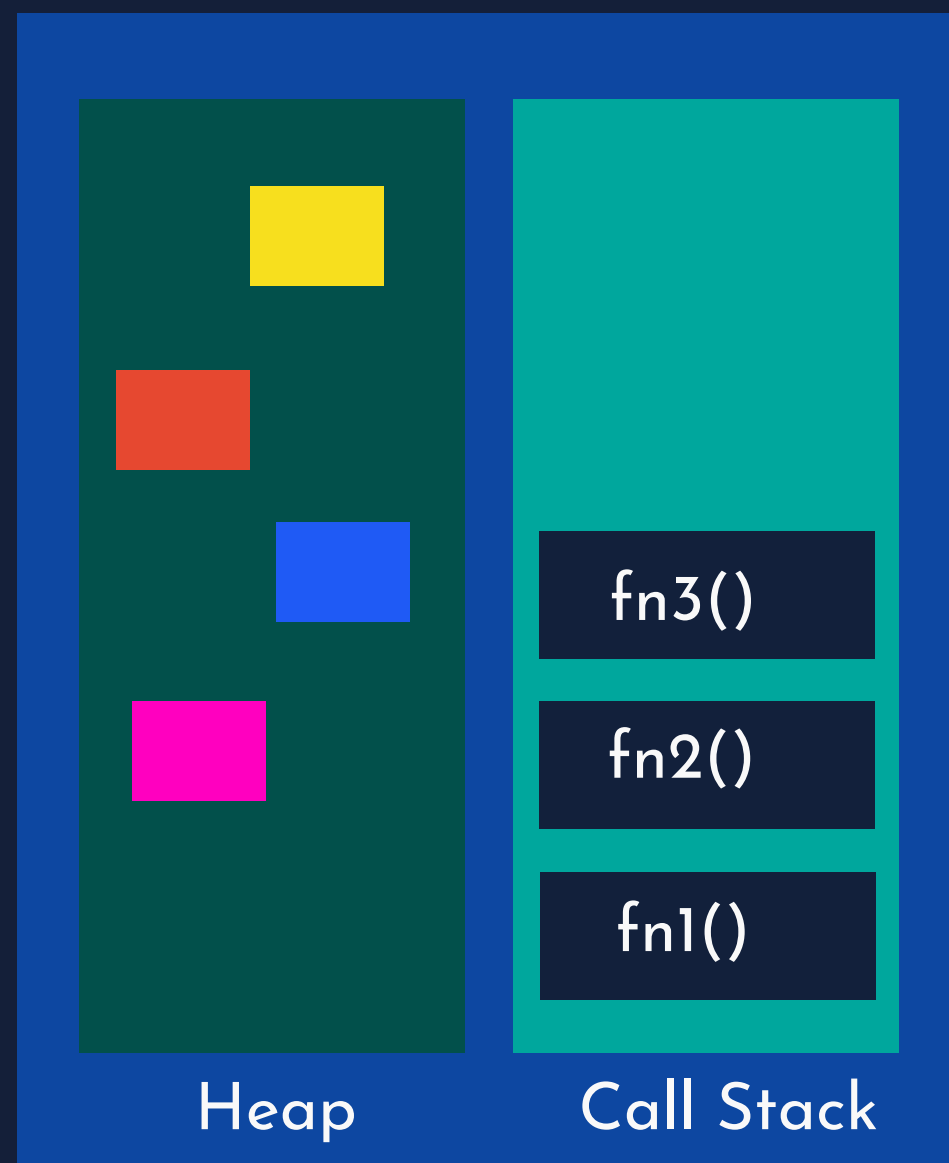


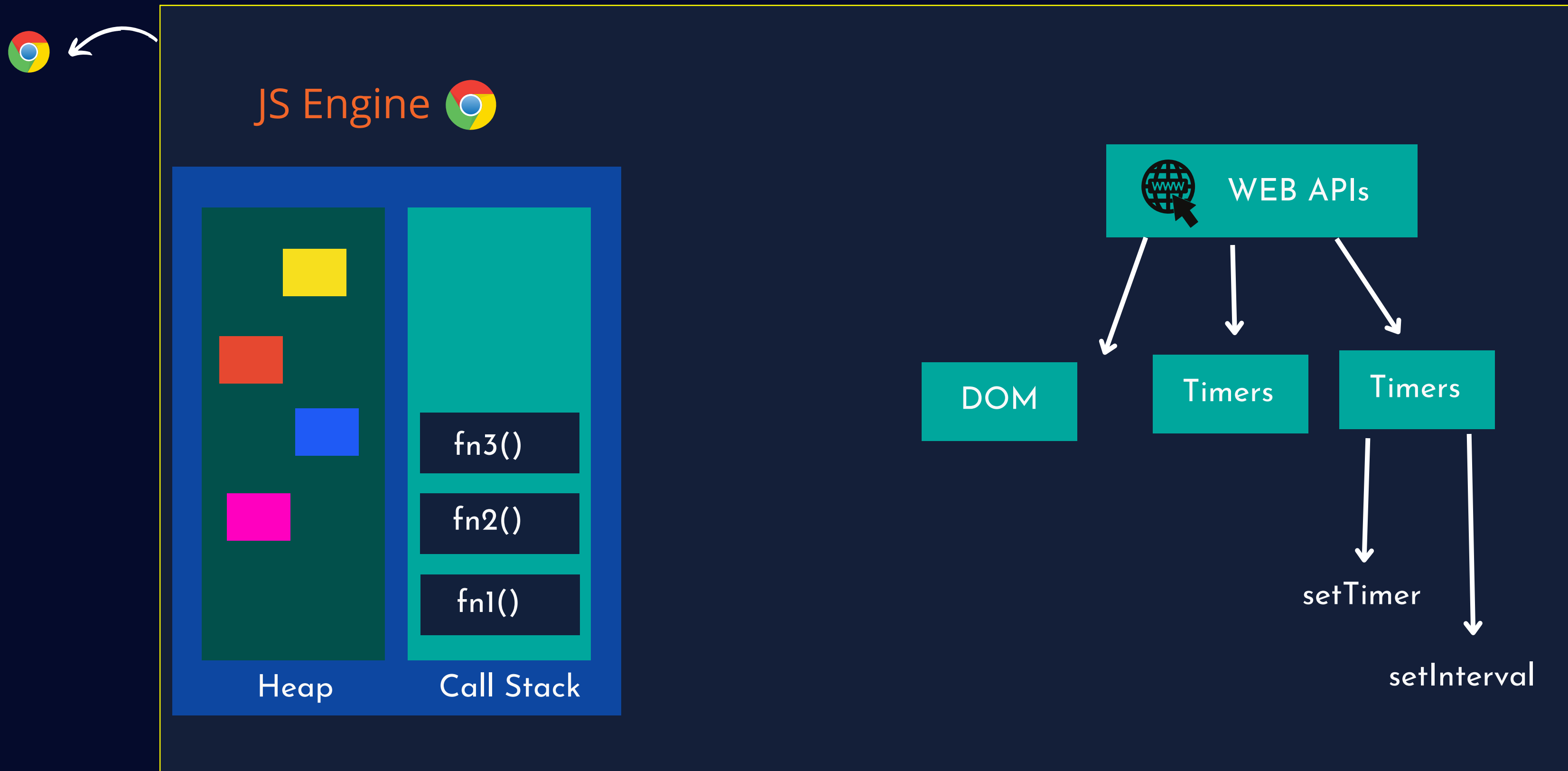




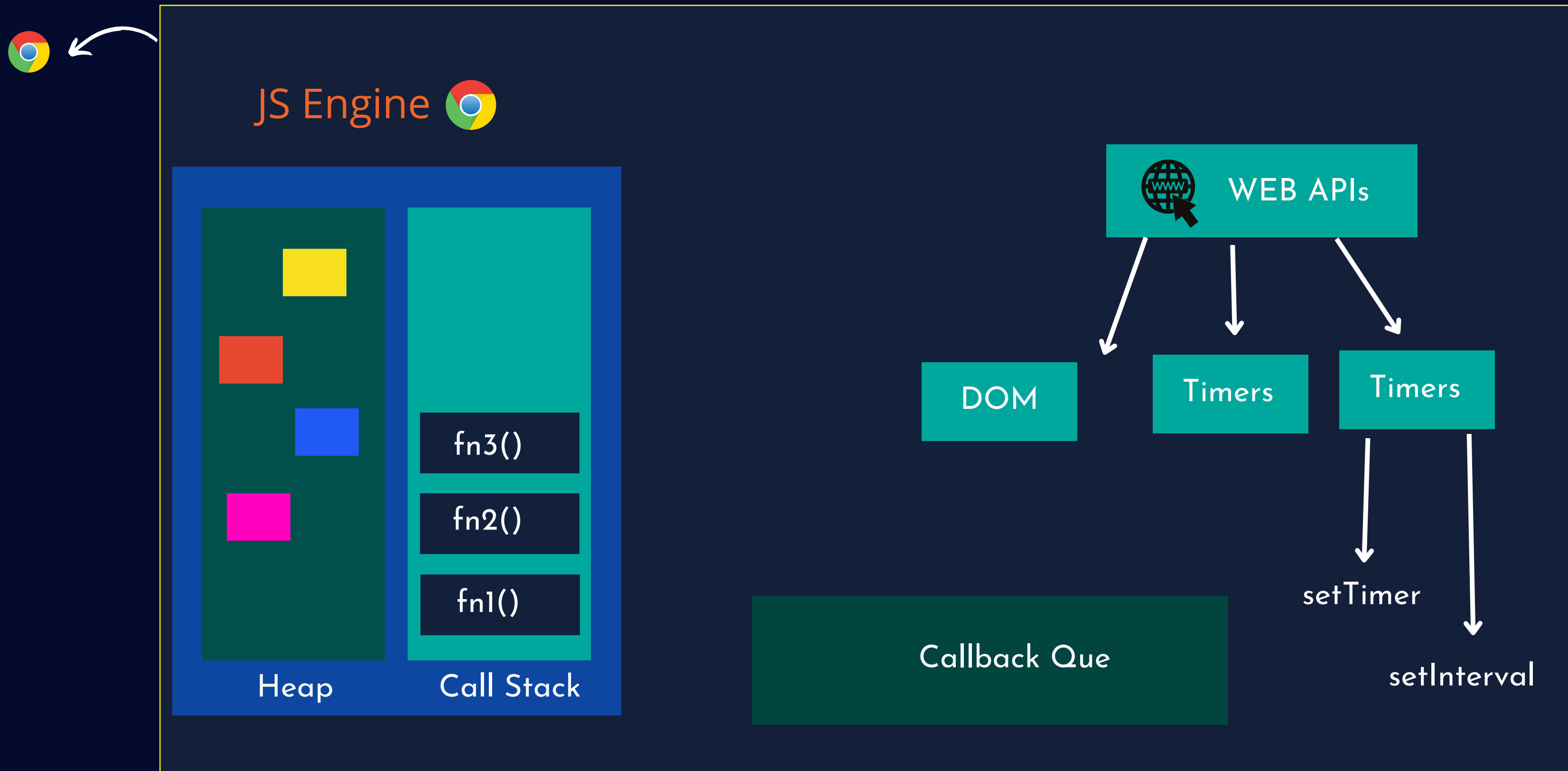


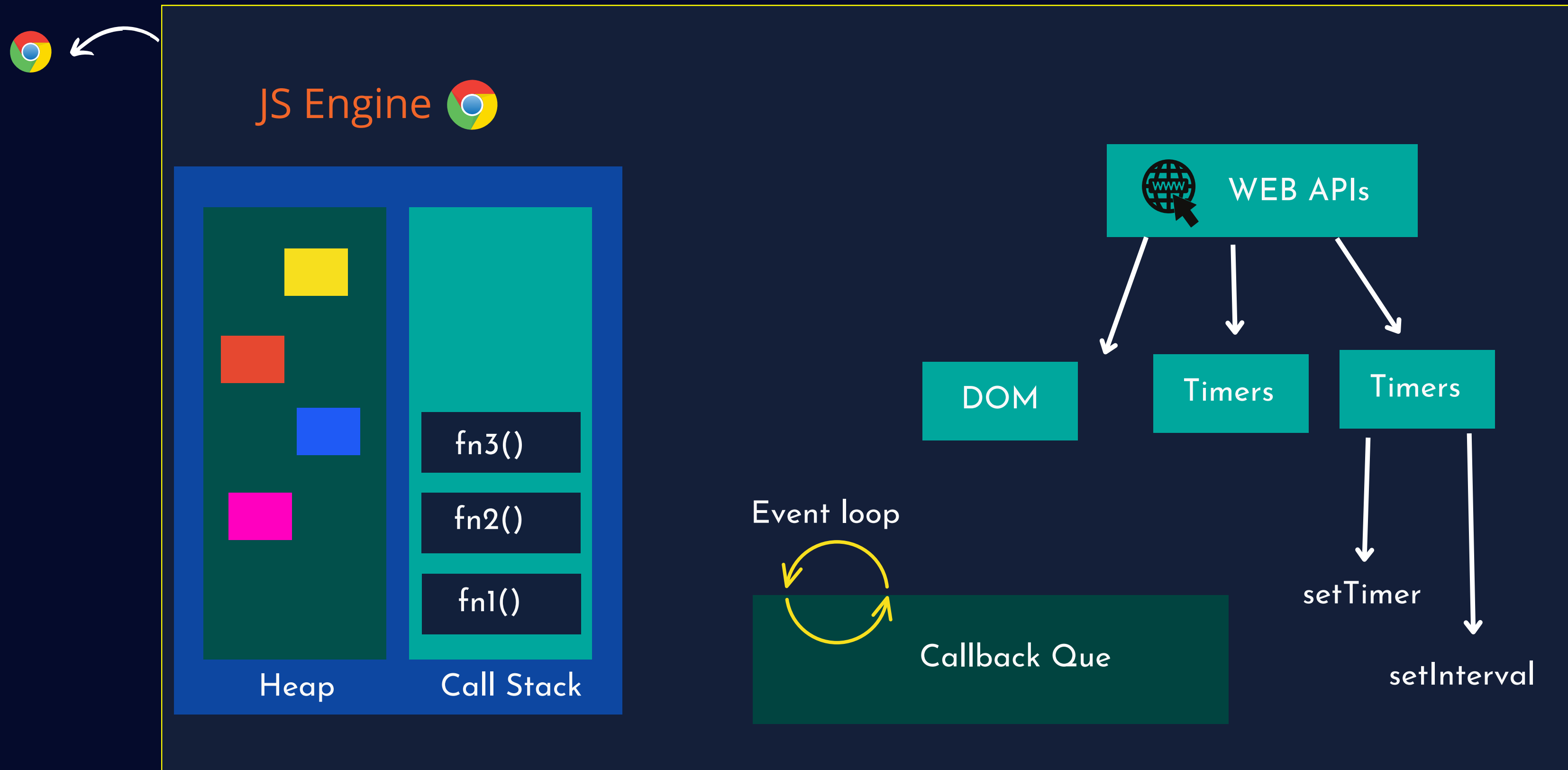
JS Engine 

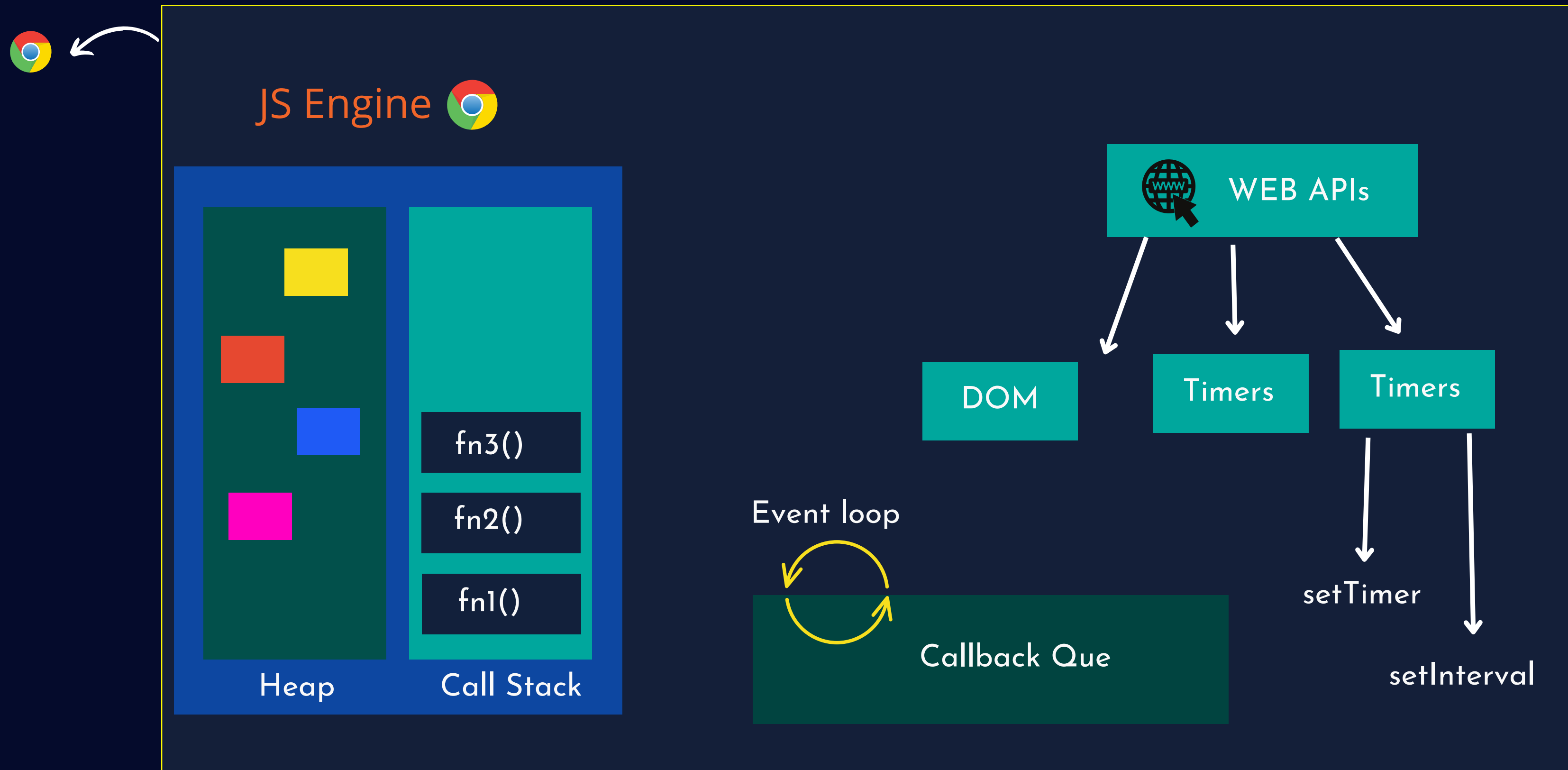












Call Stack

fn3()

fn2()

fn1()

# Synchronous vs Asynchronous programming



# Synchronous vs Asynchronous



Synchronous code is executed in a linear fashion, one line at a time. Asynchronous code, on the other hand, can be executed out of order or in parallel.



# Asynchronous

Single threaded

Code blocking

Handle one request at a time

Poor user experience

# Synchronous

Multi threaded

None blocking code

Handle multiple requests at a time

Improve user experience



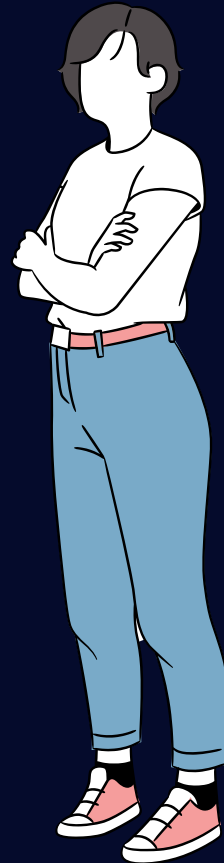
# Synchronous programming

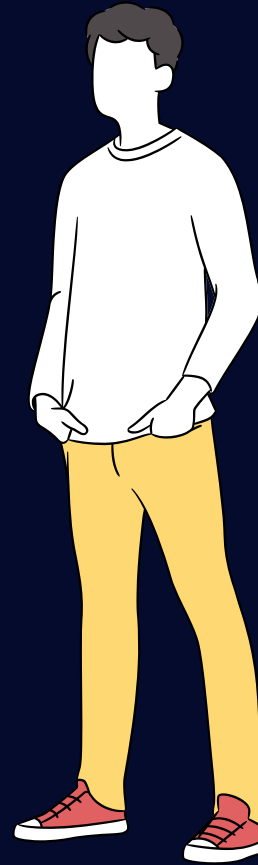
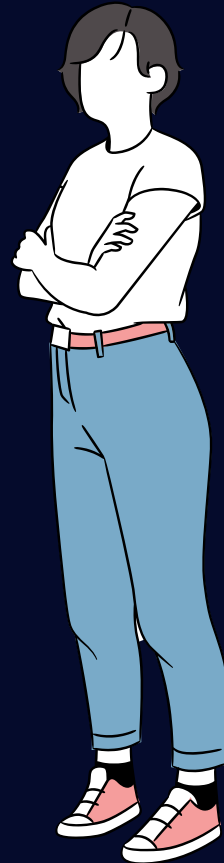
*Single threaded*

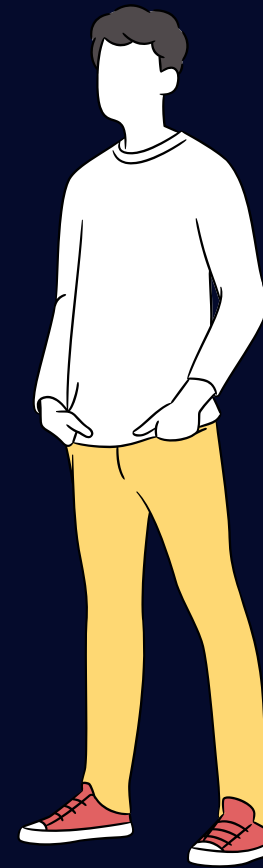






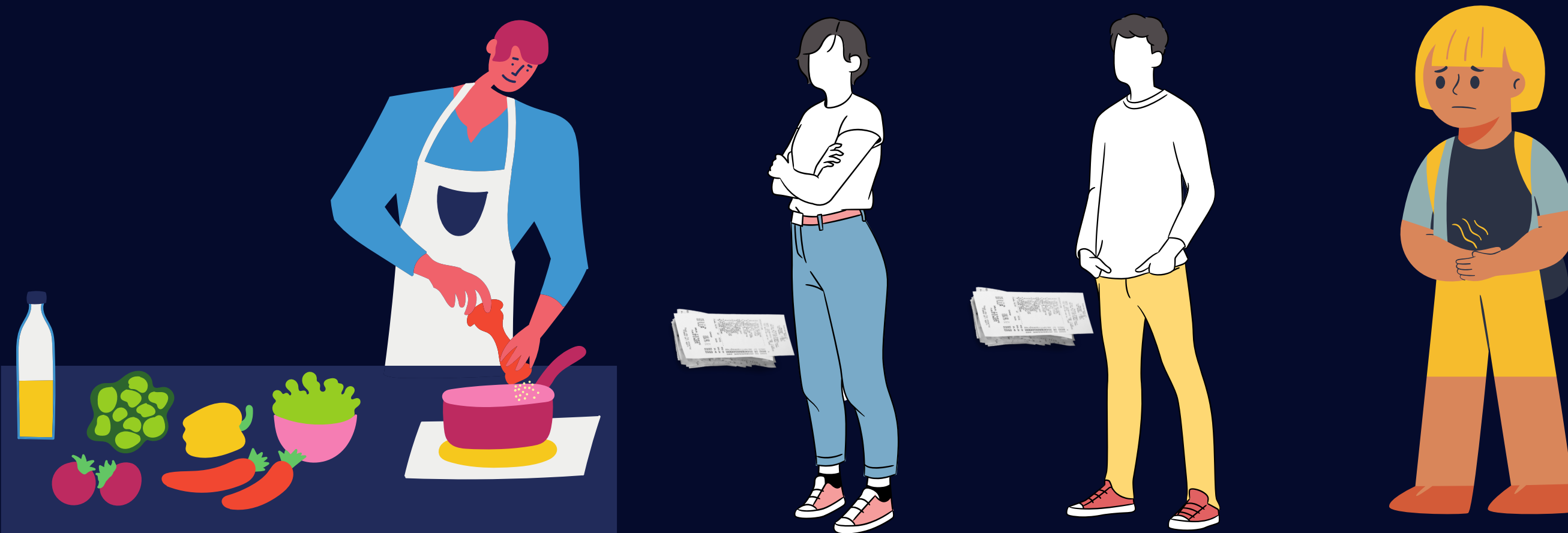


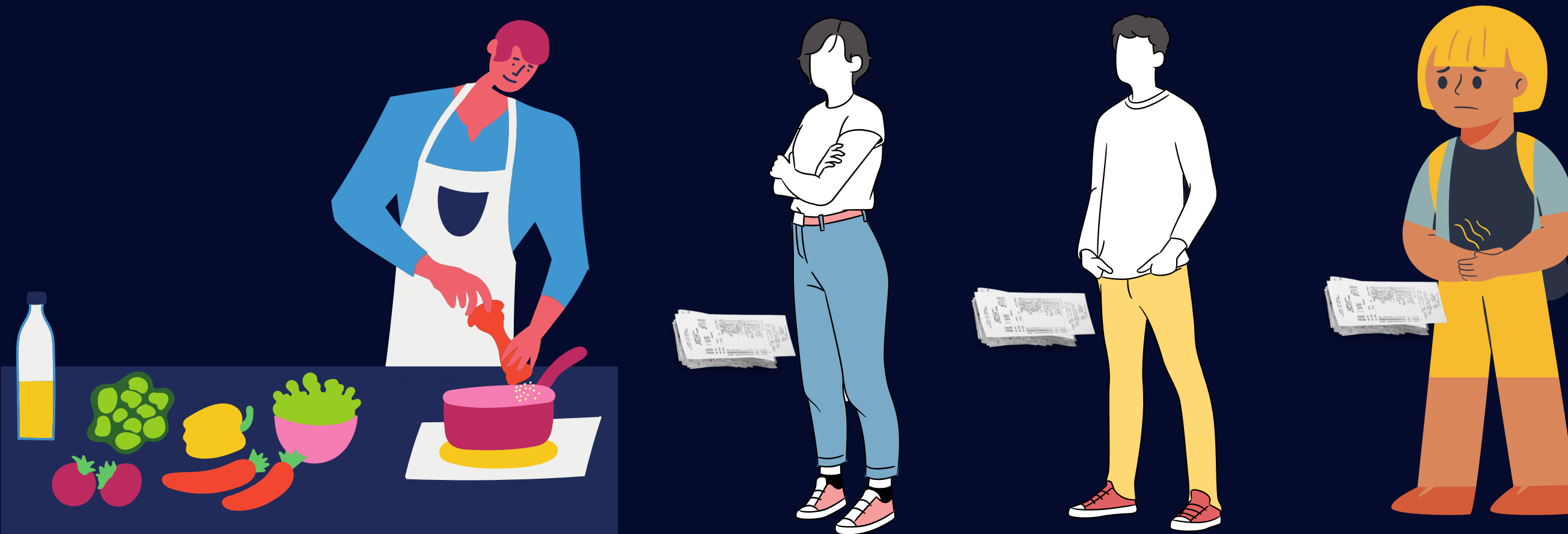


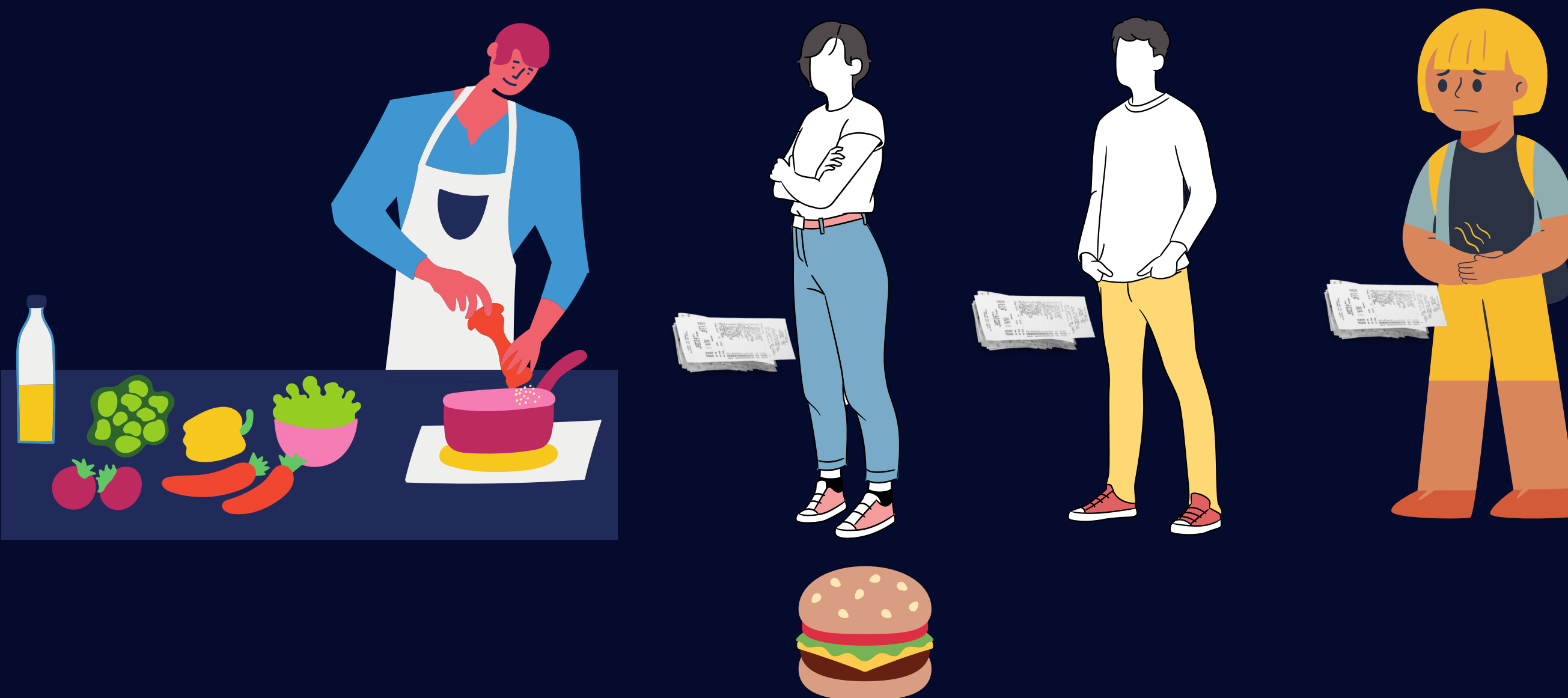


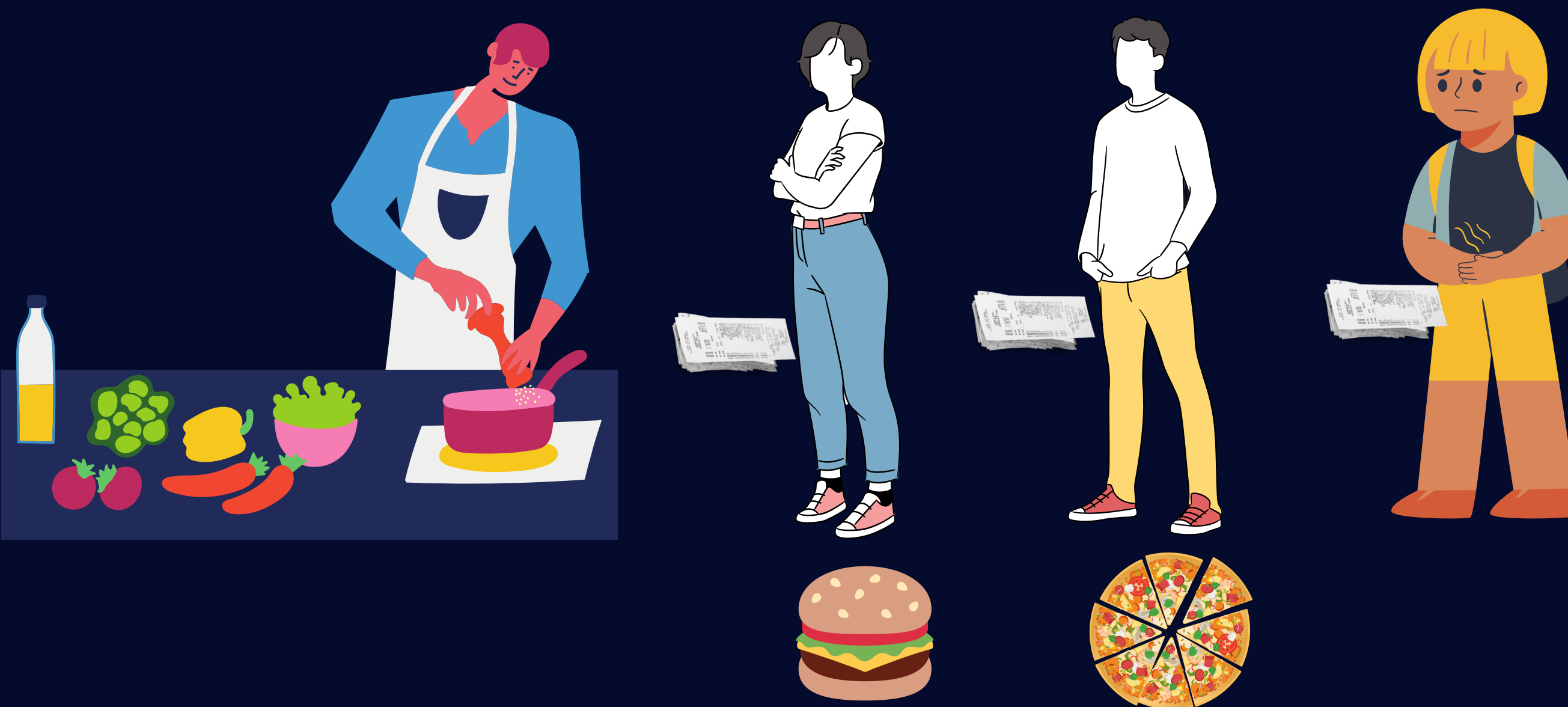


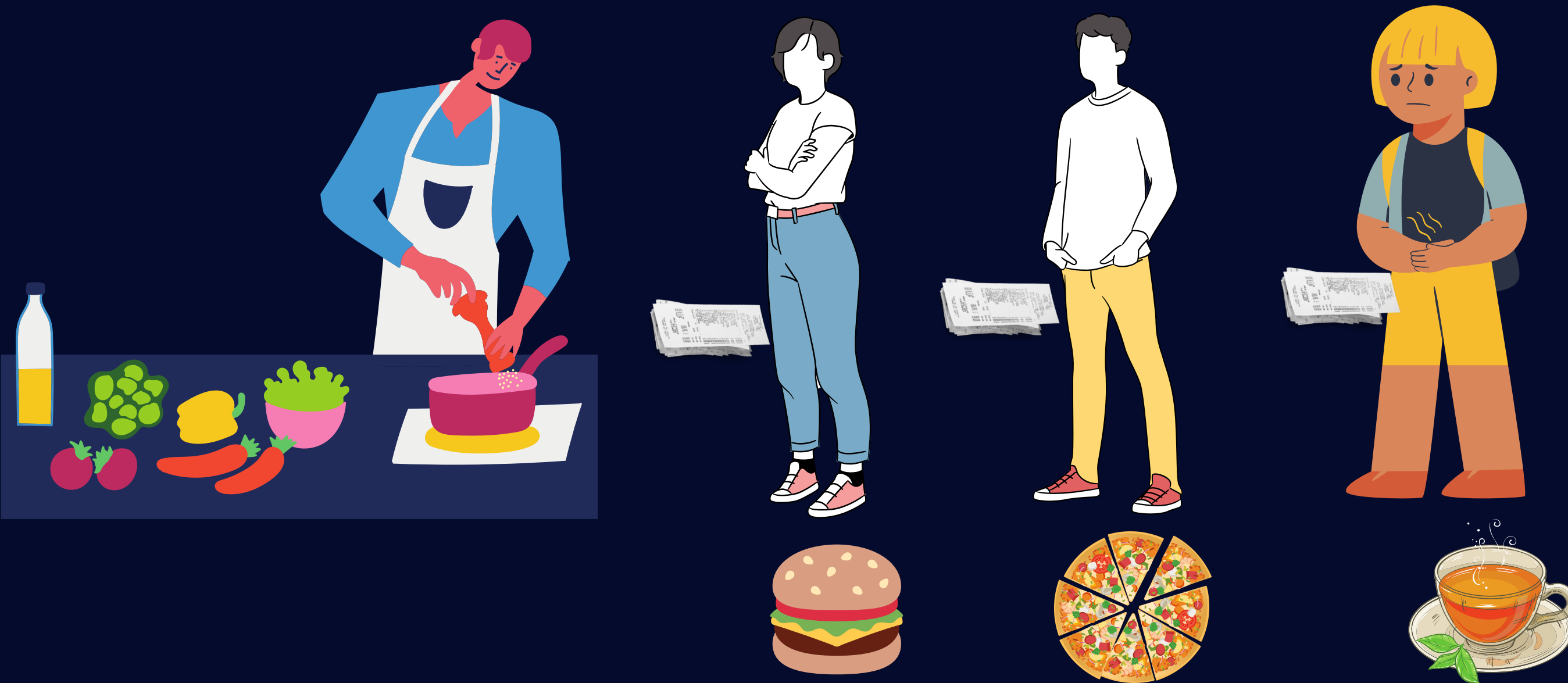


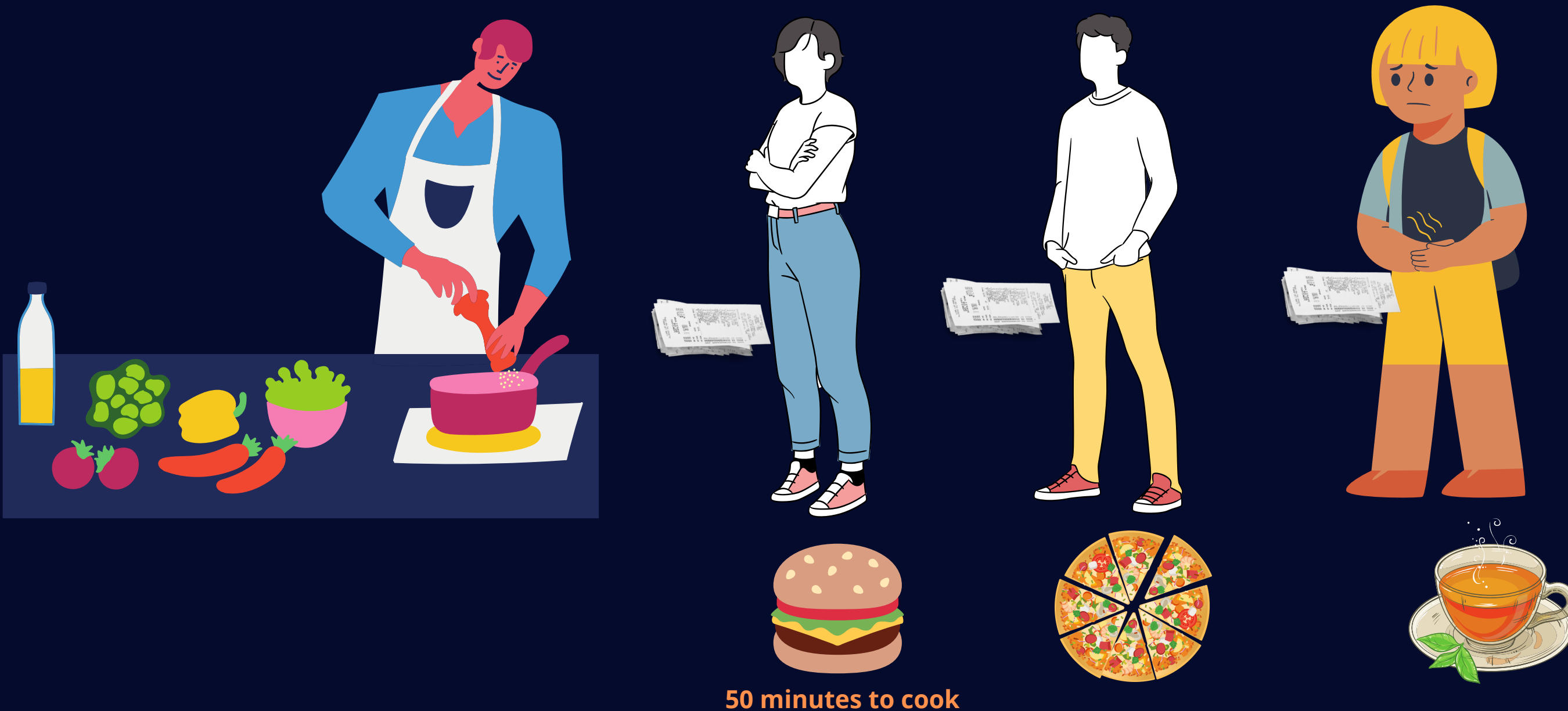


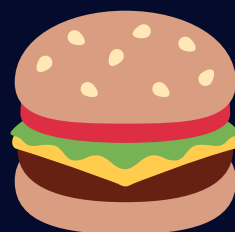












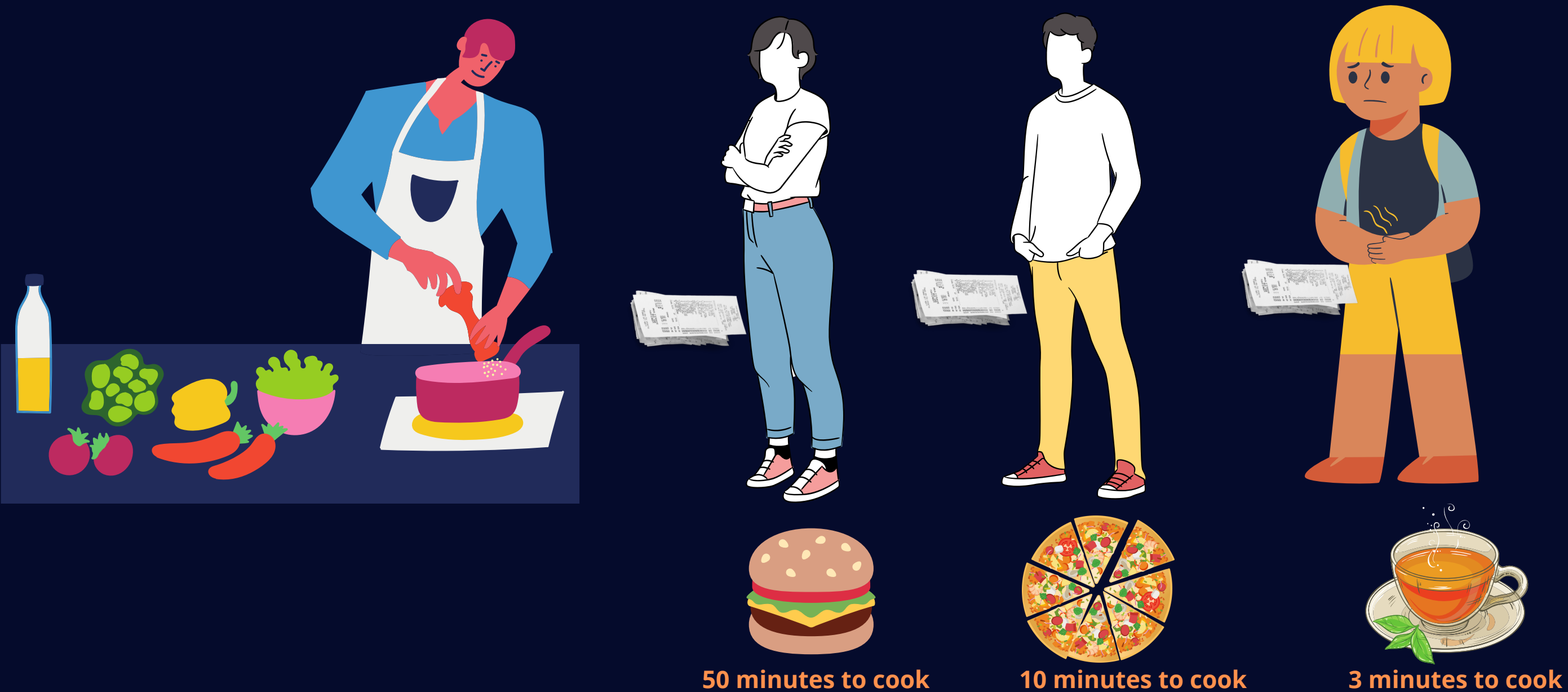
50 minutes to cook

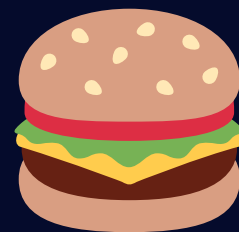
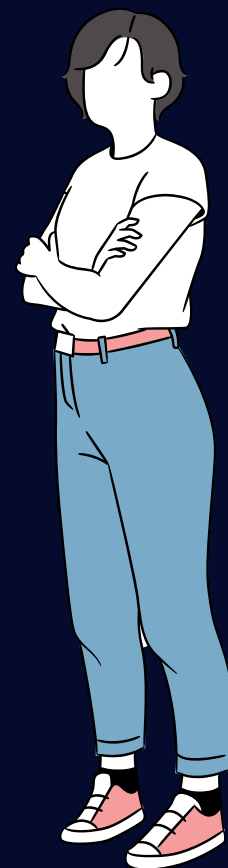


10 minutes to cook









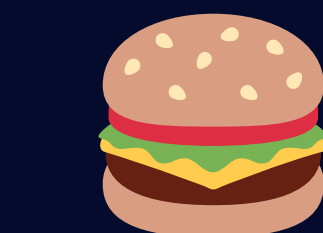
50 minutes to cook



10 minutes to cook



3 minutes to cook



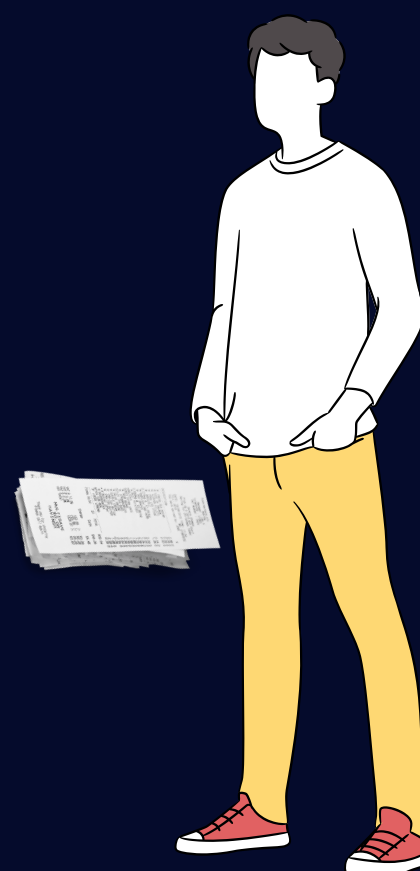
50 minutes to cook



10 minutes to cook



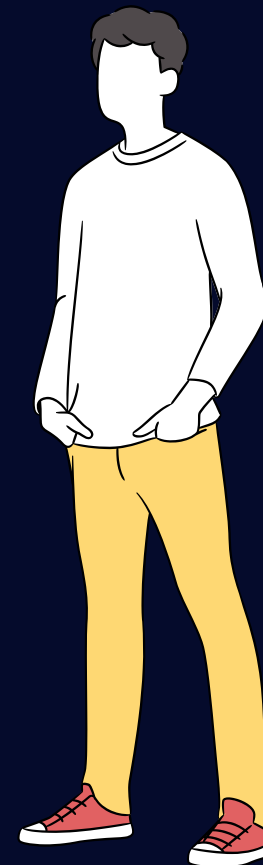
3 minutes to cook



10 minutes to cook



3 minutes to cook



10 minutes to cook



3 minutes to cook



3 minutes to cook





3 minutes to cook





# Asynchronous programming

*Multi threaded*

50 minutes to cook

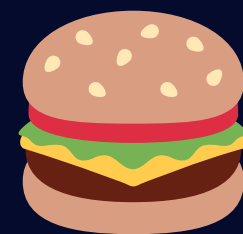
10 minutes to cook

3 minutes to cook





Multi threaded



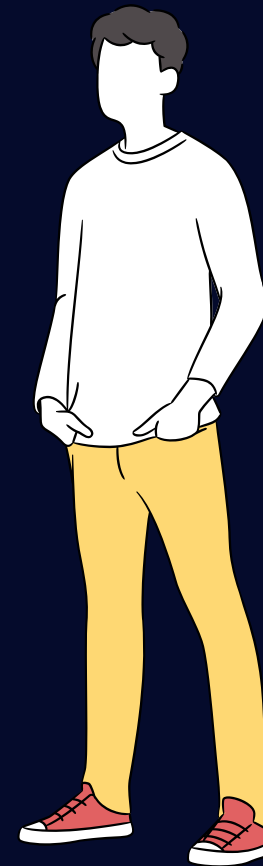
50 minutes to cook



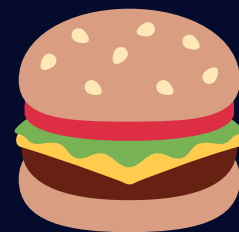
10 minutes to cook



3 minutes to cook



Multi threaded



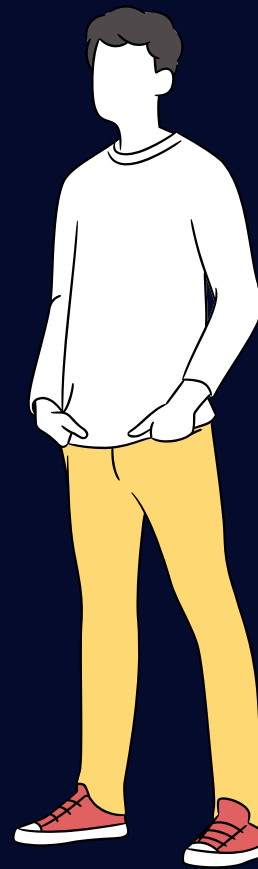
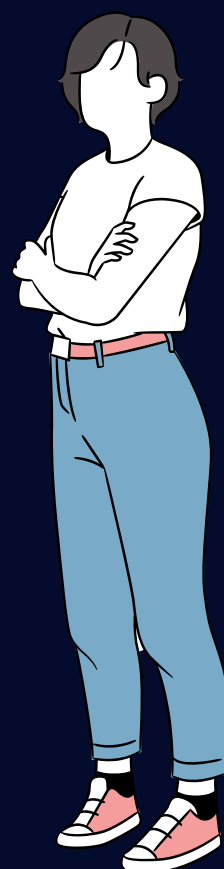
50 minutes to cook



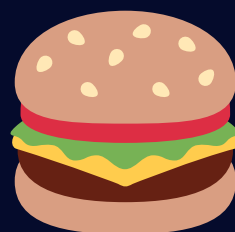
10 minutes to cook



3 minutes to cook



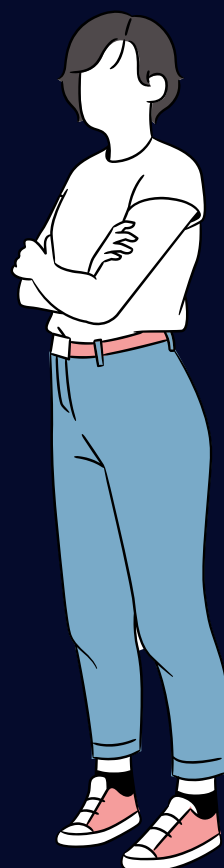
Multi threaded



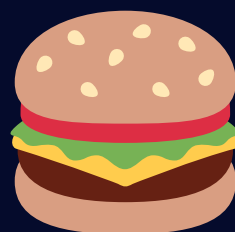
50 minutes to cook



10 minutes to cook



Multi threaded



50 minutes to cook



Multi threaded



# Ways of writing

*Async Code*

## SetTimeout



## SetTimeout



## Callback



## SetTimeout



## Callback



## Promise



# SetTimeout