

# JavaScript and TypeScript



# Today Topics

# 1. Single Page Applications

## 2. JS Ecosystem

I. Node

II. Npm

I. Init project

II. Dependencies

III. Global dependencies

IV. Lock file

V. Carrets and tildes

VI. Upgrading packages

## 3. Javascript ES6+ & Typescript

I. Differences between JS&TS

II. Variables using let&const

III. String templates, null asserts

IV. Arrow functions

V. Modules, Exports and default exports

VI. Classes, abstract classes, interfaces

VII. Spread and rest operator, object destructuring

## 4. Basic functions

- I. Array iterations
- II. Fetching data
- III. Parsing JSON
- IV. Working with dates

# Chapter 1

# Single Page Applications

## What is SPA?

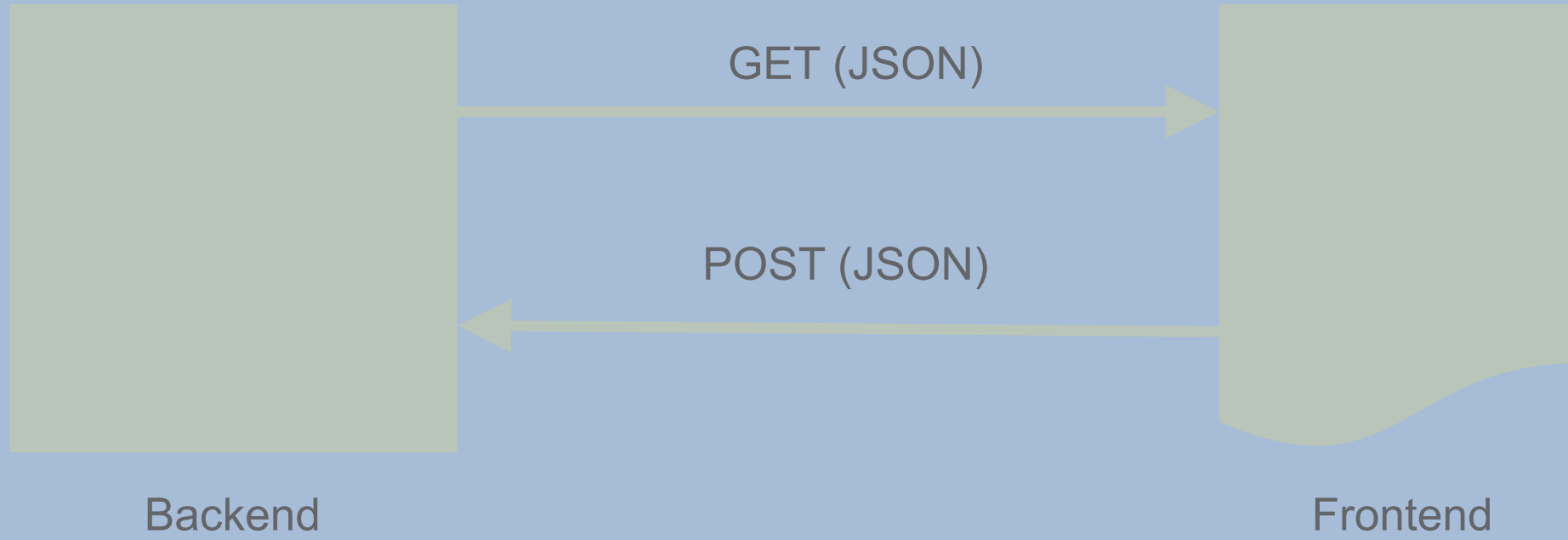
Most logic living on FE

Written or transpiled to JS

Reactive application with no blick

High level of control over app

Decoupled from backend



# Chapter 2

# Javascript Ecosystem



# Node.js

As an asynchronous event driven JavaScript runtime, Node is designed to build scalable network applications.

# npm

is the package manager for JavaScript and the world's largest software registry.

# Initiate npm project

```
npm init
```

- Creates package.json
- Package.json contains:
  - Project description
  - Dependencies
  - Runnable commands

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# Dependencies

```
npm install --save-dev typescript
```

```
npm i -D typescript
```

```
npm install --save react react-dom
```

```
npm i -S typescript react react-dom
```

- *Dev packages only available during development*

- *Regular dependencies also in dist package*

- Adds entry to package.json
- Creates/updates lock file

# Global dependencies

```
npm install --global --save typescript
```

- Installed in node folder
- Available as cmd app
- In most cases not recommended

# Lock file

- When package was installed one day in version 1 on other machine next day could be installed in version 2
- Lock prevents it
- Also guarants installation order. Npm packages are not necessarily installed in the same order and this caused problems sometimes.

```
npm install package-a@3.0.0 --package-lock-only
```

# Carret and tilde

"\*"

"^1.4.3" -> match any major 4.x.x

"3.4.1"

"~4.2.1" -> match any minor 4.2.x

- You can you install or update for updating packages
- Please not update is not updating dev dependencies unless you add `-dev` flag

```
npm install express@latest --save --force
```



# Carret and tilde

```
{ "name": "my-project", "version": "1.0", // install update
  "dependencies": { // -----
    "already-installed-versionless-module": "*", // ignores "1.0" -> "1.1"
    "already-installed-semver-module": "^1.4.3" // ignores "1.4.3" -> "1.5.2"
    "already-installed-versioned-module": "3.4.1" // ignores ignores
    "not-yet-installed-versionless-module": "*", // installs installs
    "not-yet-installed-semver-module": "~4.2.1" // installs installs
    "not-yet-installed-versioned-module": "2.7.8" // installs installs
  } }
```

# Chapter 3

# JavaScript ES6+ & Typescript

# What's the difference? (JS vs TS)

Typescript is superset of Javascript.

It compiles Javascript but also give you option to use strong typing, additional syntax sugar and transpiles to supported JS.

# Using let and const

```
console.log(a); // what value is a here?  
a = 5;  
var a;
```

- vars are hoisted and therefore should be avoided
- is replaced by
  - mutable **let**
  - immutable **const**

# Using let and const

- let and const both keep their scope since declaration

```
const a = 5;
```

```
let b = 6;
```

# String templates (string interpolation)

- you don't have to concatenate strings if you need to add variable content into the text
- you can add any JS expression
- you can use also quotes there

```
let text = `string text ${expression} string text`;
```

# Null assertion

- there is nice syntax to check for null and undefined and get value

```
function(input: any) { // we expect some object with value prop
  let num: number? = input ?? input.value;
}
```

## Arrow functions („lambda“)

- shorter function syntax
- no problems with `this` and binding it

```
function(input: number) {  
    return input * 5;  
}
```

// can be rewritten to

```
(input: number): number => ({ input * 5});
```



# Modules

- basic structuring concept of JavaScript code
- you can use function from other files or packages – import / export

```
import { ZipCodeValidator as ZCV } from "../ZipCodeValidator";
```

```
// or later
```

```
const validator = await import { ZipCodeValidator } from "../ZipCodeValidator";
```

# Exports

- Export allows to use a function in another file
- default export gives you fallback or exports a single function

```
export function add(a: number, b: number): number {  
    return a + b;  
}
```

```
export default function subtract(a: number, b: number): number {  
    return a - b;  
}
```

```
// or export default {add};
```

# Classes

- Shall I introduce you to basic OOP concepts?

```
class Greeter {  
    greeting: string;  
    constructor(message: string) {  
        this.greeting = message;  
    }  
    greet() {  
        return "Hello, " + this.greeting;  
    }  
}  
  
let greeter = new Greeter("world");
```

# Abstract classes

- they can't be instantiated.

```
abstract class Greeter {  
    // same code as previous example  
}
```

```
let greeter = new Greeter("world"); // can't do this!!!
```

```
class MyGreeter extends Greeter {  
    // some additional code  
}
```

```
let greeter = new MyGreeter("world"); // possible now
```

# Interfaces

- You define variables and DECLARE functions.
- Used either for polymorphism or as a „structures“

```
interface IGreeter {  
    greeting: string;  
    greet();  
}  
  
|  
  
class Greeter implements IGreeter { }
```

## **Abstract or interface?**

Mostly use interfaces

Avoid abstract classes

One has functional code other not

## Class inheritance?

Try to avoid it

Also avoid base classes in most cases

Try to use aggregates

# Spread operator

- Used on arrays, objects or functions
- Copy object, change props immutably, merge arrays...

```
var obj1 = { foo: 'bar', x: 42 };
```

```
var obj2 = { foo: 'baz', y: 13 };
```

```
var clonedObj = { ...obj1 };
```

```
// Object { foo: "bar", x: 42 }
```

```
var mergedObj = { ...obj1, ...obj2 };
```

```
// Object { foo: "baz", x: 42, y: 13 }
```



# Destructuring

- Same operator as spread
- It gets variables from same structure/object

```
var o = {p: 42, q: true};  
var {p: foo, q: bar} = o;  
console.log(foo); // 42  
console.log(bar); // true
```

```
var {a = 10, b = 5} = {a: 3};  
console.log(a); // 3  
console.log(b); // 5
```

# Chapter 4

# Basic functions

# Iterating arrays

- Use `map()` / `every()` / `filter()` / `find()` / `findIndex()` / `reduce()` / `some()` / ... to iterate over arrays, and `Object.keys()` / `Object.values()` / `Object.entries()` to produce arrays so you can iterate over objects.

**Before we fetch some data**

What are promises?

How do we handle them?

# Fetching data

```
fetch('http://example.com/movies.json')  
  .then(function(response) { return response.json(); })  
    .then(function(myJson) { console.log(JSON.stringify(myJson));  
});
```

# Fetching data

```
fetch(url, {  
  method: "POST", // *GET, POST, PUT, DELETE, etc.  
  mode: "cors", // no-cors, cors, *same-origin cache:  
  "no-cache", // *default, no-cache, reload, force-cache, only-if-cached  
  credentials: "same-origin", // include, same-origin, *omit  
  headers: { "Content-Type": "application/json; charset=utf-8",  
    // "Content-Type": "application/x-www-form-urlencoded", },  
  redirect: "follow", // manual, *follow, error  
  referrer: "no-referrer", // no-referrer, *client  
  body: JSON.stringify(data), // body data type must match "Content-Type" header  
}) .then(response => response.json()); // parses response to JSON
```