

Modern JavaScript

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ES5, ES6 and ES7

- Javascript: implementation of ***ECMAScript*** (ES)
- ES5 = ECMAScript 5 (2009)
- ES6 = ECMAScript 6 = ES2015
- ES7 = ECMAScript 7 = ES2016

Outline

- Project-based Development
 - Node.js
 - Webpack
- Modern Javascript
 - Babel
 - ES6 and 7
- Architectural Design
 - OOP vs. FP
 - Component-based Design

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- A Javascript runtime environment based on Google Chrome's V8 engine

```
$ node app.js  
$ node // REPL
```

- Also provides `npm` managing various *modules*

```
$ npm init  
$ npm install --[save|save-dev] <pkg-name>
```

```
var _ = require('module');
```

--save vs. --save-dev?

- Given dependency tree:

```
Your proj → Pkg 1
           → Pkg 2
Pkg 1 → Pkg 3
       → Pkg 4
Pkg 2 → Pkg 3
       → Pkg 5
```

- People who clone/fork your package will download the following packages:

```
{Pkg 1, Pkg 2, Pkg 3} // via 'npm install'
```

Exports

```
// in module.js
exports.p = 32;
exports.f = function () {...};
// or
module.exports = ...;
```

```
// in main.js
var module = require('./module.js');
module.p    // 32
```

- API is Node.js-specific (only works at server side)

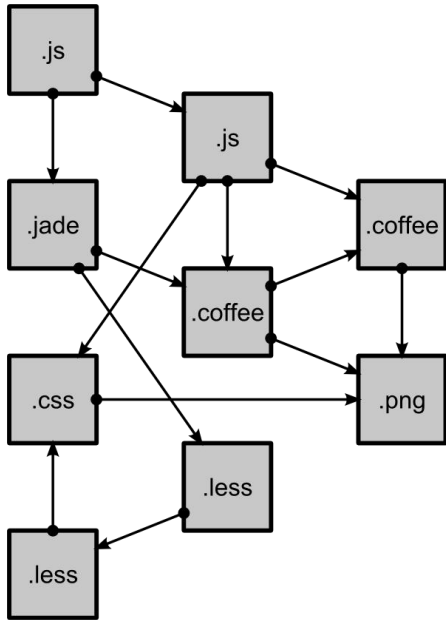
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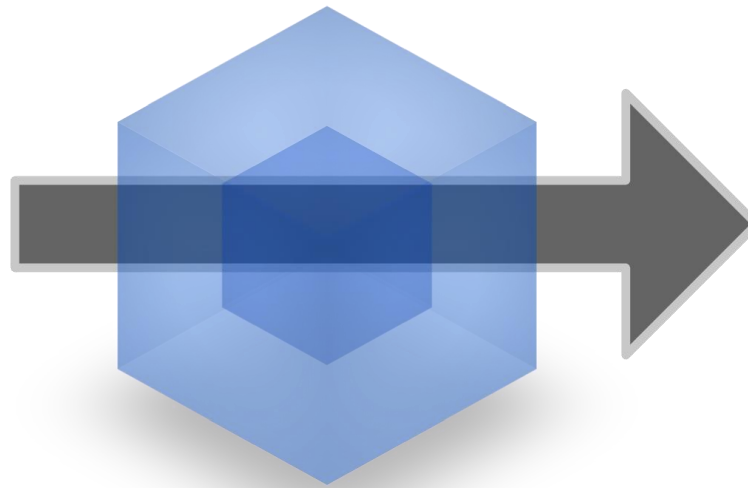
Modules as `<script>`'s

```
<script>scripts/lib/module-1.js</script>  
<script>scripts/lib/module-2.js</script>  
<script>scripts/main.js</script>
```

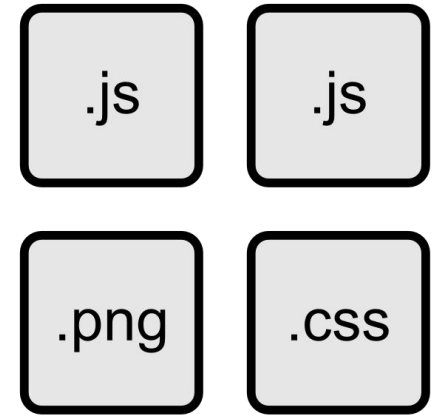
- **Why not?**
 - Developers have to resolve dependencies between (many) modules
 - Order of loading is important
 - May have conflicts in the global scope
 - Version update becomes a nightmare



modules
with dependencies



webpack
MODULE BUNDLER



static
assets

ES6 Imports and Exports

```
// exports.p = ...;  
export var p = ...;  
// module.export = function() {...};  
export default function () {...}  
  
// ... = require('./module.js');  
import f, {p} from './module.js';
```

- ES6 module loaders are asynchronous while Node.js module loaders are not

Webpack

```
$ npm install --save-dev webpack
```

```
$ ./node_modules/.bin/webpack src/main.js \  
  dist/main.bundle.js
```

Config File

```
// in webpack.config.js
var path = require('path');
module.exports = {
  context: path.resolve(__dirname, './src'),
  entry: './main.js',
  output: {
    path: path.resolve(__dirname, 'dist'),
    filename: '[name].bundle.js'
  }
};

// add to the "scripts" in package.json:
"build": "webpack" // opt. with "-w" or "-p"

$ npm run build
```

Multiple Entries

- Bundled together:

```
entry: {  
  main: ['./main.js', './module.js', ...]  
},
```

- Multiple bundles:

```
entry: {  
  main: './main.js',  
  module: './module.js'  
},
```

– May have duplicated code if referring same modules

Automatic Vendor Bundling

```
var webpack = require('webpack');
module.exports = {
  plugins: [
    new webpack.optimize.CommonsChunkPlugin({
      name: 'vendor',
      filename: 'vendor.bundle.js',
      minChunks: 2
    }),
  ], ...
}
```

- Any modules that get loaded 2 or more times it will be bundled into a separate file
 - To be used as a new `<script>` in HTML
- Speeds up loading due to browser caching

Manual Vendor Bundling

```
entry: {
  main: './main.js',
  vendor: ['lodash', ...]
}, ...
plugins: [
  new webpack.optimize.CommonsChunkPlugin({
    name: 'vendor',
    filename: 'vendor.bundle.js',
    minChunks: Infinity
  }),
],
```


Packing CSS Files

```
$ npm install --save-dev css-loader style-loader
```

```
// in module.js  
import './module.css';
```

```
// in webpack.config.js  
module.exports = {  
  module: {  
    rules: [{  
      test: /\.css$/,  
      use: ['style-loader', 'css-loader'],  
    }],  
  }, ...  
}
```

- Allows ***modularized CSS***

Loaders

- Transform non-Javascript files into modules

```
module: {  
  rules: [{  
    test: /\.css$/,  
    /* processed in reverse array order */  
    use: ['style-loader', 'css-loader'],  
  }],  
}
```

- `css-loader` first transforms CSS into modules
- Then, `style-loader` adds `<style>` to DOM

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ES6/7 and *BABEL*

- ES6 (2015) and 7 (2016) are not fully supported by major browsers yet
- Babel: a transpiler that transforms ES6/7 syntax into ES5
- Modular: plug-ins and presets
 - E.g., preset-es2015
 - Only syntax translation by default
- Requires Ployfill for new global objects
 - E.g., Symbols, generators, Promise, etc.

Babel Loader

```
$ npm install --save-dev \
  babel-core babel-loader babel-preset-es2015
```

```
// in webpack.config.js
module.exports = {
  module: {
    rules: [{
      test: /\.js$/,
      exclude: [/node_modules/],
      use: [{
        loader: 'babel-loader',
        options: {
          presets: [['es2015', {modules: false}]]
        }
      }]
    }],
  }, ...
}
```

- Turn off module transpiling to allow [tree shaking](#) in Webpack

Polyfill

```
$ npm install --save babel-polyfill
```

```
// in main.js (entry point)  
import 'babel-polyfill';
```

```
// or, in webpack.config.js  
entry: ['babel-polyfill', './main.js'],
```

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Block Scoped Variables

```
function f() {  
  let x;  
  for (let i = 0; i < 10; i++) {  
    x = 'foo';  
  }  
  console.log(i); // error  
  const y = 10;  
  if (...) {  
    y++; // error  
  }  
}
```


Arrow Functions and Lexical `this`

```
// implicit return  
let nums2 = nums1.map((v, i) => v + i);
```

```
let user = {  
  name: 'Bob',  
  friends: ['Alice', 'John'],  
  greet: function() {  
    this.friends.forEach(f => {  
      /* lexical this */  
      console.log('Hi ' + f + ", I'm " +  
        this.name);  
    });  
  }  
}
```

- Also lexical arguments

Default, Rest, and Spread

```
function f(x, y = 12) { // default param
  return x + y;
}
f(3) // 15
```

```
function f(x, ...y) { // rest param
  return x + y.length; // y is an array
}
f(3, 'hello', true) // 6
```

```
function f(x, y, z) {
  return x + y + z;
}
f(...[1, 2, 3]) // spread op
```

Destructuring

```
let {name, friends} = user;  
name           // 'Bob'  
friends        // ['Alice', 'John']
```

```
let {name: n, friends: f} = user;  
n              // 'Bob'  
f              // ['Alice', 'John']
```

```
let [a, , b = 3] = [1, 2];  
a              // 1  
b              // 3
```

- with pattern matching

```
function f({name = 'Alice'}) {return name;}  
f(user)      // 'Bob'
```

Template String Literals

```
let name = 'Bob', score = 3.1416;  
`${name} gets a score ${score.toFixed(2)}`  
// 'Bob gets a score 3.14'
```

```
`This is not legal  
in ES5.`
```

Enhanced Object Literals

```
let name = 'Bob';
let user = {
  /* shorthand for 'name: name' */
  name,
  /* method */
  greet() { // method
    return `I\'m ${this.name}`;
  },
  /* computed (dynamic) property name */
  ['isOlderThan' + (( ) => 18) ()]: true
};
```

Classes

```
class User {  
  constructor(name) {  
    this.name = name;  
  }  
  greet() {  
    return `I\'m ${this.name}`;  
  }  
  static yell() {  
    return 'Ahh~';  
  }  
}  
  
let user = new User('Bob');  
user.greet()    // "I'm Bob"  
User.yell()    // 'Ahh~'
```

- Just a syntax sugar for
function User() {}

Inheritance

```
class Vip extends User {  
  constructor(name, title) {  
    super(name);  
    this.title = title;  
  }  
  pay() {...}  
  greet() { // overriding  
    return `I\'m ${this.title} ${this.name}`;  
  }  
}  
  
let vip = new Vip('Bob', 'Mr. ');  
vip.greet() // 'Hi, I am Mr. Bob'  
Vip.yell() // 'Ahh~'
```

- Classes save repeated code for objects
- Inheritance saves repeated code for classes

instanceof Operator

- How to tell if an object is an instance of a class?

```
user.constructor === User // true  
vip.constructor === User // false
```

- How to tell if an object is an instance of a class ***or its subclass?***

```
user instanceof User // true  
vip instanceof User // true
```


Symbols

- Values must be unique
- Of *new primitive type*

```
let s1 = Symbol('key'); // factory function
let s2 = Symbol('key');
console.log(s1); // 'Symbol(key) '
typeof s2 // 'symbol'
s1 === s2 // always false
```

- Requires Babel [Polyfill](#)

Mixins

```
class User {
  constructor(name) {
    this.name = name;
  }
  log() {
    console.log(`I\'m ${this.name}`);
  }
}
let user = new User('Bob');
```

```
function mixinLogger(obj) {
  obj[mixinLogger.symbol] = function() {
    for (let prop in obj) console.log(prop);
  };
}
mixinLogger.symbol = Symbol('log');
```

```
mixinLogger(user);
user[mixinLogger.symbol](); // 'name'
```

- What if
obj['log']?

Iterators & Generators

```
let arr = [3, 5, 7];
arr.foo = 'bar';
for (let i in arr) {
  console.log(i);    // '0', '1', '2', 'foo'
}
for (let i of arr) {
  console.log(i);    // 3, 5, 7
}
```

```
let user = {
  name: 'Bob',
  friends: ['Alice', 'John'],
  [Symbol.iterator]: function* () { // generator
    for (let i = 0; i < this.friends.length; i++) {
      yield this.friends[i];
    }
  }
}
for (let f of user) {
  console.log(f);    // 'Alice', 'John'
}
```

- See [predefined symbols](#)
- Requires Polyfill

(ES7) Property Initializers

```
class User {
  /* same as this.xxx = yyy in constructor */
  nickName = 'Andy';
  sayHi = () => {
    console.log(`Hi, I'm ${this.nickName}`);
  }

  /* same as User.xxx = yyy */
  static privilege = 7;
  static canRead = function() {
    return User.privilege >= 4;
  }
}
```

```
let user = new User();
setInterval(user.sayHi, 1000);
```

```
// "Hi, I'm Andy"
```

- Still “experimental”

```
$ npm install --save-dev \
  babel-plugin-transform-class-properties
```

```
// in webpack.config.js
module.exports = {
  module: {
    rules: [{
      test: /\.js$/,
      exclude: [/node_modules/],
      use: [{
        loader: 'babel-loader',
        options: {
          presets: [['es2015', {modules: false}]],
          plugins: ['transform-class-properties']
        }
      ]
    }], ...
  }, ...
}
```

Babel Plugin

Reference

- [ES6 in Depth](#)
 - A series of ES6 articles by Mozilla
- [Babel and ES6](#)
- ECMAScript [Compatibility Table](#)

ESLint (Optional)

```
$ npm install --save-dev eslint  
$ ./node_modules/.bin/eslint --init
```

```
// Atom package manager  
apm install linter-eslint
```

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OOP vs. FP

- Two common programming paradigms:
- ***Object-Oriented Programming*** (OOP)
 - Uses objects to accomplish a task
 - Each object has its own data (properties) and operations (methods)
 - An objects can interact with another object
- ***Functional Programming*** (FP)
 - Uses stateless (static) functions to accomplish a task
 - Data are stored separately and are immutable

Raise Salary, the OOP Way

```
class Employee {
  constructor(name) {
    this.name = name;
    this.salary = 1000;
  }
  addSalary(amt) {
    this.salary += amt;
  }
}
let e1 = new Employee('Bob');
...
e1.addSalary(500);
...
let e2 = new Employee('Alice');
```

- Can apply existing operations (methods) to new data (employees) easily

Raise Salary, the FP Way

```
const employees = [  
  ['Alice', 1000],  
  ['Bob', 1000]  
];
```

```
const happyEmployees = employees.map(e => {  
  const clone = e.slice();  
  clone[1] += 500;  
  return clone;  
});
```

- Can apply new operations to existing data easily

Which One Is Better?

- It's not about #lines of code
- OOP: tasks having *fixed operations* on *evolving data*
 - Handles new data by adding objects
 - E.g., system software
- FP: tasks having *evolving operations* on *fixed data*
 - Handles new operations by adding stateless functions
 - E.g., GUI event handing, data analysis, compilers
- Modern languages (e.g., Java, Python, and Javascript) support both
 - Use *both* in your project

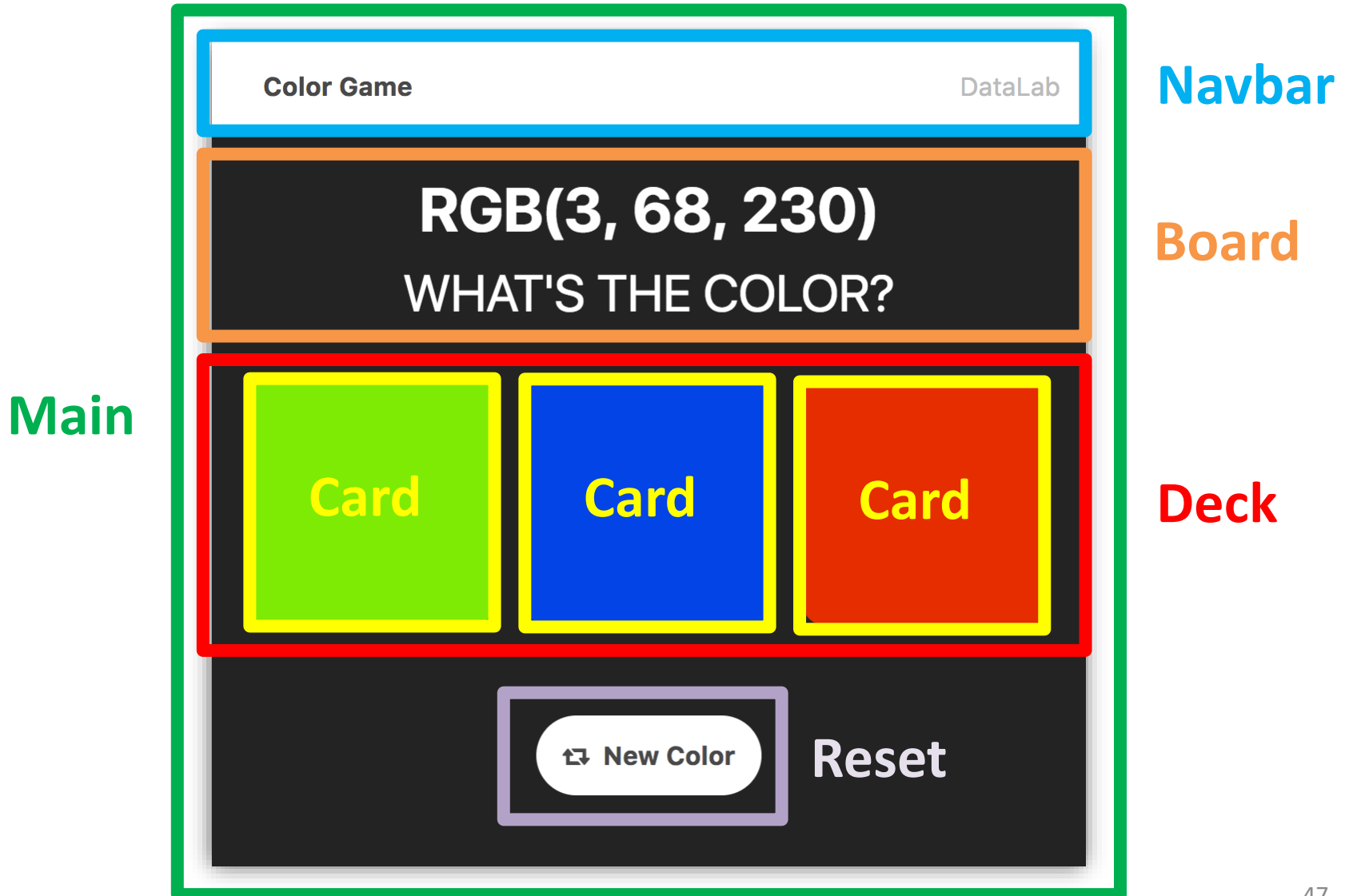
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GUI and Component-based Design

- When writing a GUI, it's a good practice to divide code based on visual *components*
- OOP: one class for a component
- FP: relevant callback hooks for changes of component state

Components?



Demo:

Component-based Color Game

- In the `component-based` branch
- Run `$npm install` first
- `*.js` and `*.css` are divided by components
- Every component extends the `Component` class
 - Renders to a root DOM element
 - Interacts with nested components via method calls
 - Interacts with containers via event firing

Exercise

- Code the “Hard” and “Nightmare” modes using the components
- Be sure to configure a project *from scratch* by your own