# LIS-5364

Javascript et al.

Because we need interactivity on the web right now, and anything's better than Flash.

(primarily)

Client- Side Language.

Meaning, the BROWSER does the work.

Arbitrary, executable code in your browser, all the time.

SO- in PHP (and other server side languages)

- The computer hosting the website does the work.

In Javascript?

- Your computer, the one viewing the website, does the work.

- Weakly/Dynamically typed
- end statements with a semicolon. Or dont.
- One number type; a 64 bit "double"

# Javascript + OOP

Doesn't have "Classes," but can have "Prototypes - "

Basically, a creator function with lots of "this" going on.

In practice:

Instructions (scripts) on an HTML page that get executed on connection.

But the scripts don't replace themselves like in PHP, they send instructions to modify other parts of the page as needed.

This is done via the DOM, the Document Object Model.

Very similar to how we specified things in CSS, (e.g. tags) except in a "tree" format.

Also:

JavaScript Object Notation or: JSON-

An increasingly popular text data storage format that can do mostly what XML does. Not bad actually. Inspired even easier ones like YAML.

"I was writing something that could be used by people who didn't know what a compiler was. They were just going to load it.

"It was like Basic. That was really the pitch..."

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• "I was under marketing orders to make it look like Java but not make it too big for its britches. It's just this sort of silly little brother language, right? The sidekick to Java."

Brendan Eich, on creating Javascript in 10 days...

TONS of frameworks and libraries.

A few:

• JQuery - Arguably invented just to deal with Javascripts' mess

react.js - Front end creator.

d3.js - data and graphics

#### Node and NPM

Why not Server Side?

Node.js

and

NPM - node package manager.

(mostly MIT licensed, for better or worse)

LOL at "Kik/Left Pad Controversy"





