

Software Engineering in the Arts and Humanities

JavaScript

September 11, 2019

Client

Server

Client



HTTP Request

Server

Client



HTTP Request

Server

Python
Node.js

Client



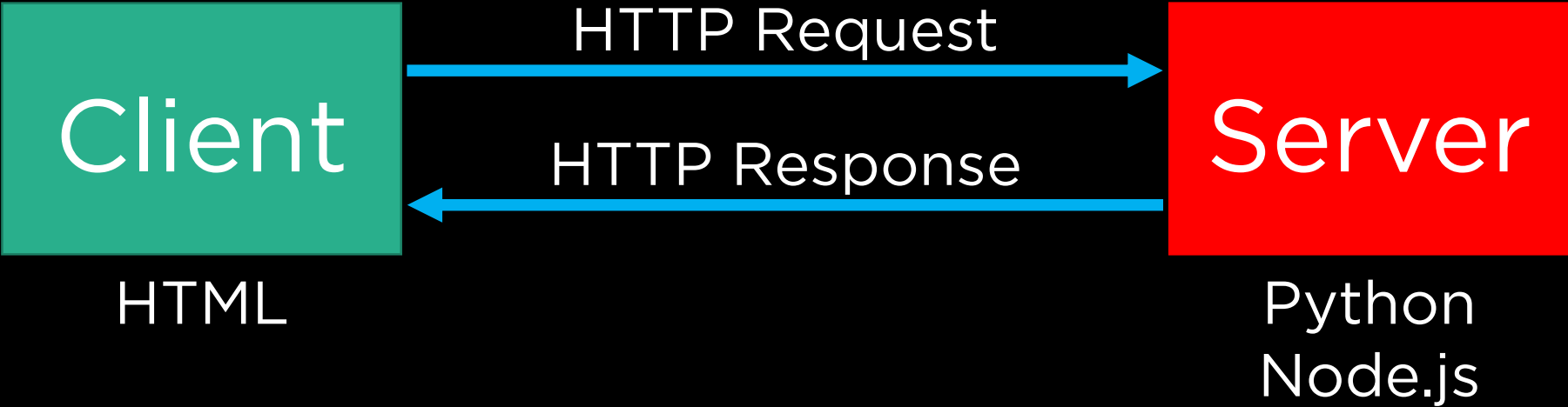
HTTP Request

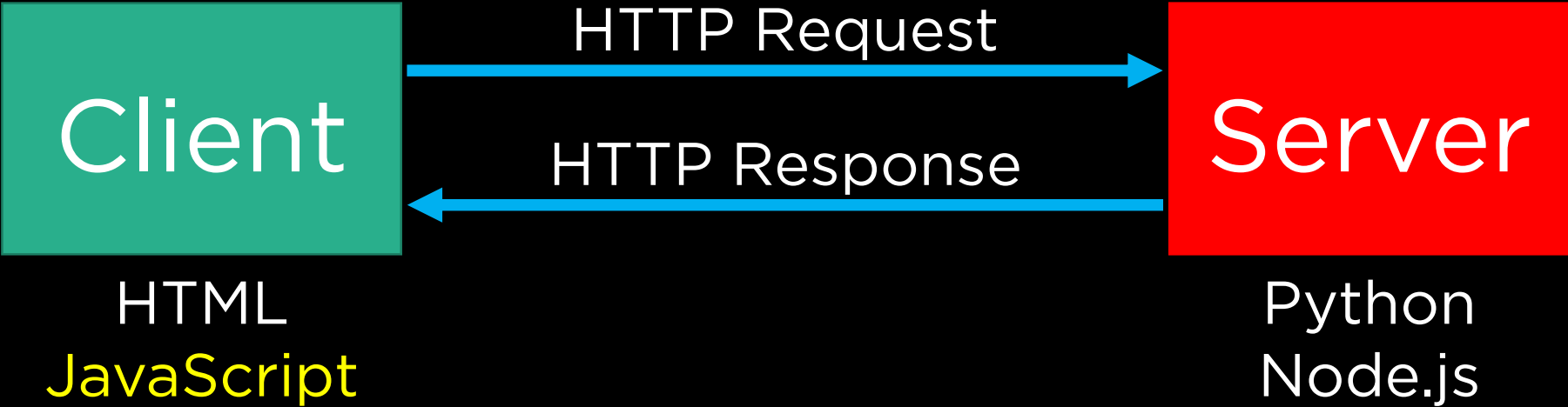


HTTP Response

Server

Python
Node.js





JavaScript

JavaScript **ES6**

```
<script>  
    alert('Hello, world!');  
</script>
```

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```

Functions

```
function hello() {  
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}
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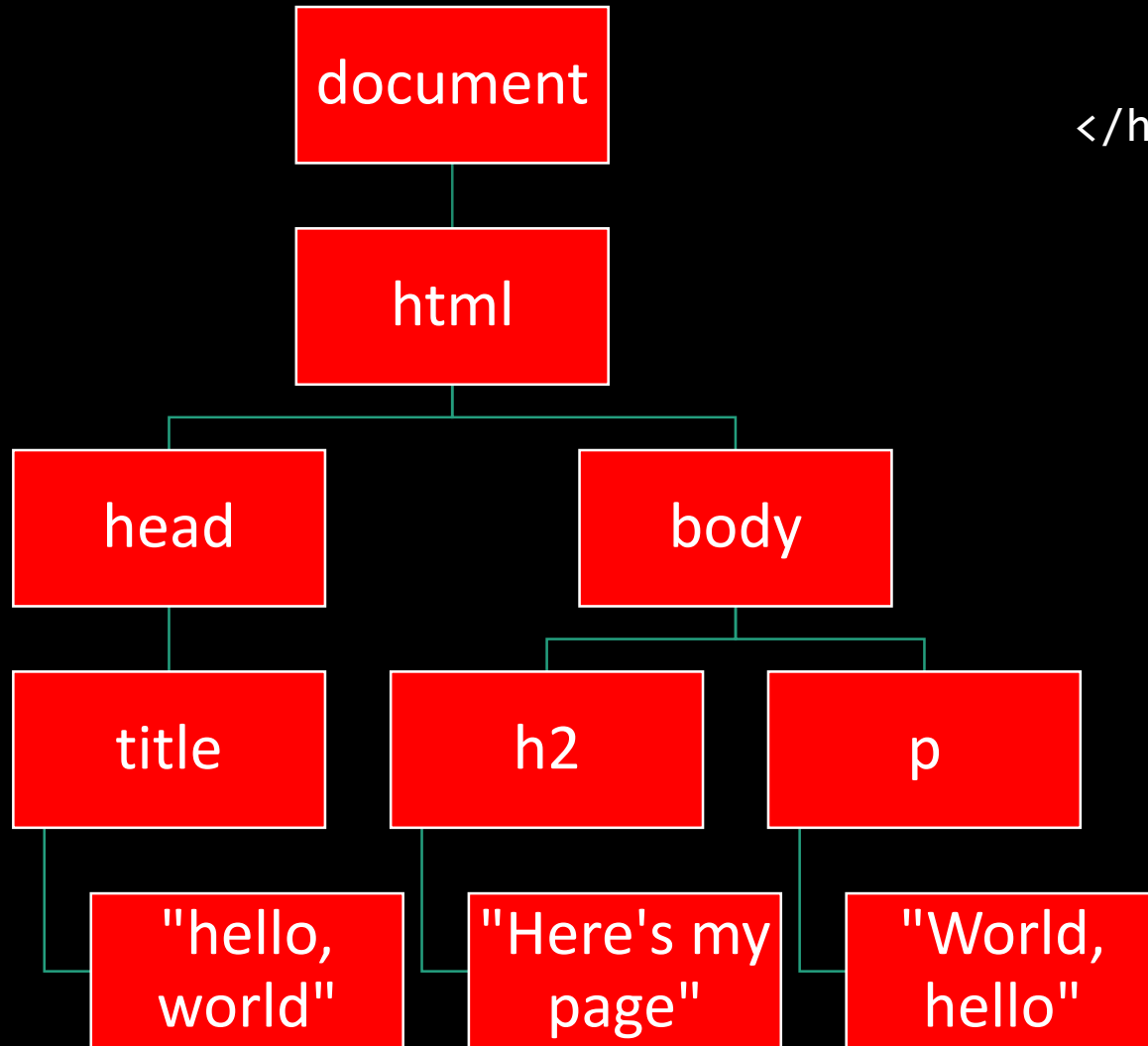
DOM

```
<!DOCTYPE html>
<html>
  <head>
    <title>Hello, world</title>
  </head>
  <body>
    <h2>Here's my page</h2>
    <p>World, hello</p>
  </body>
</html>
```

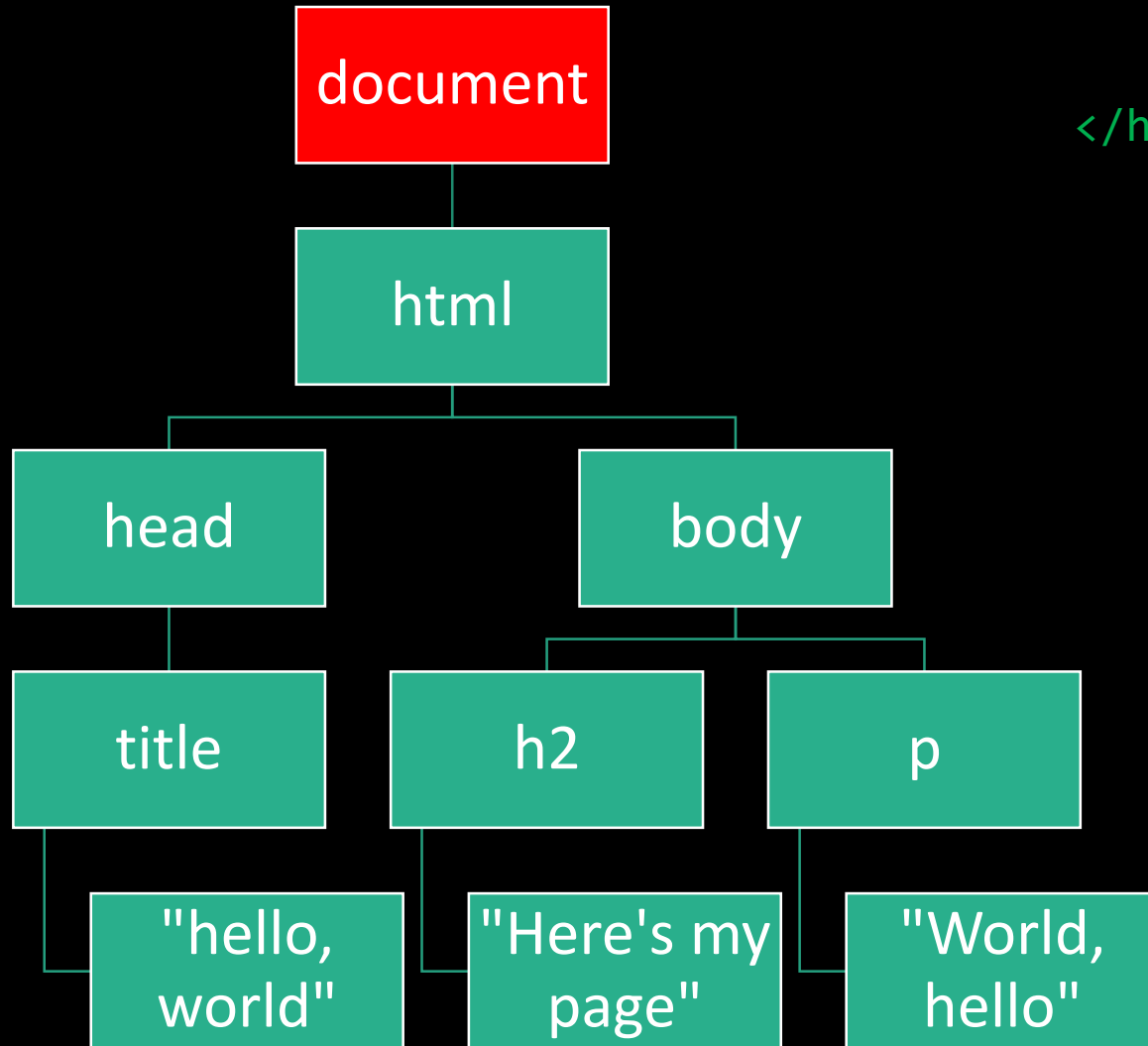
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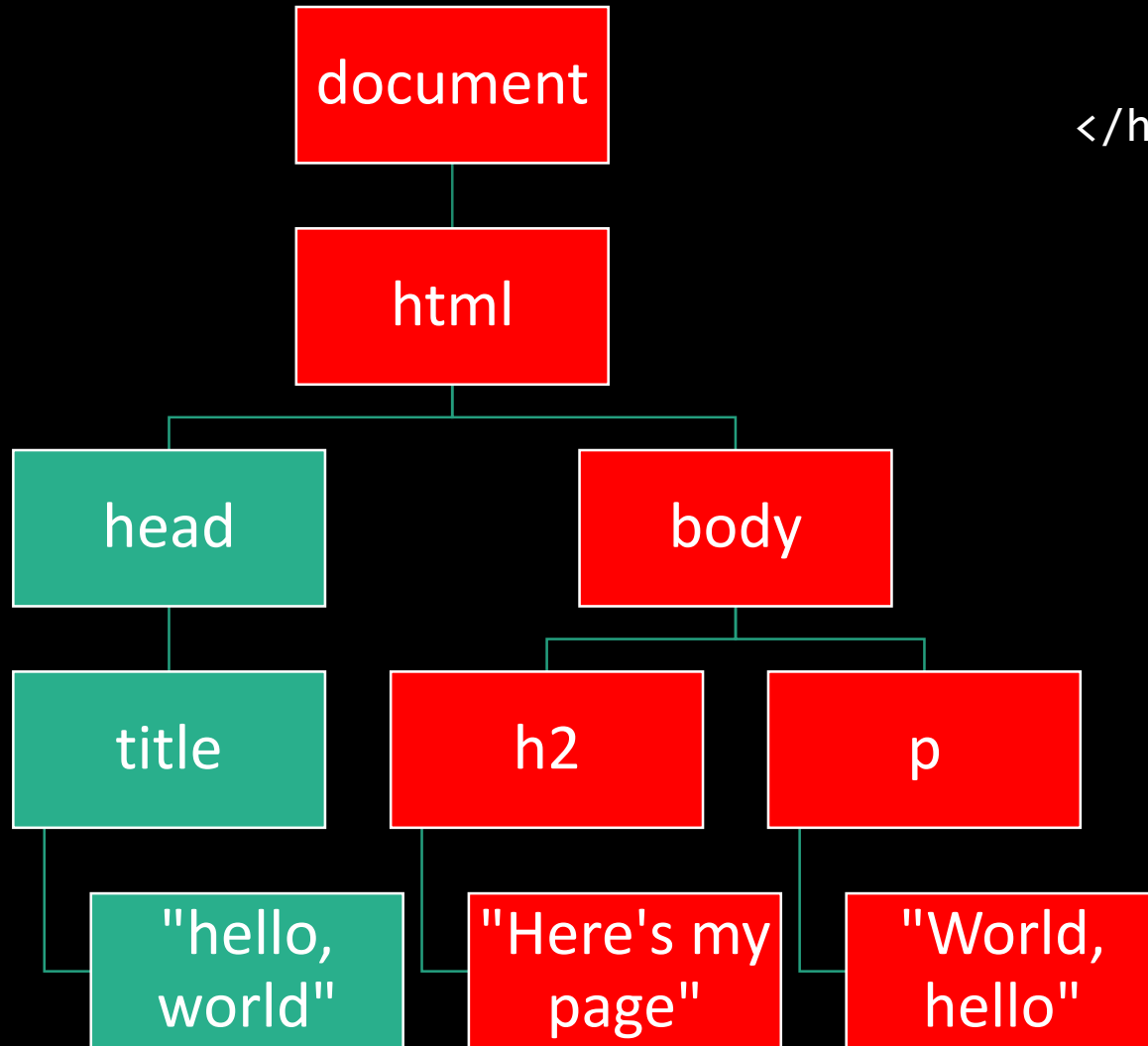
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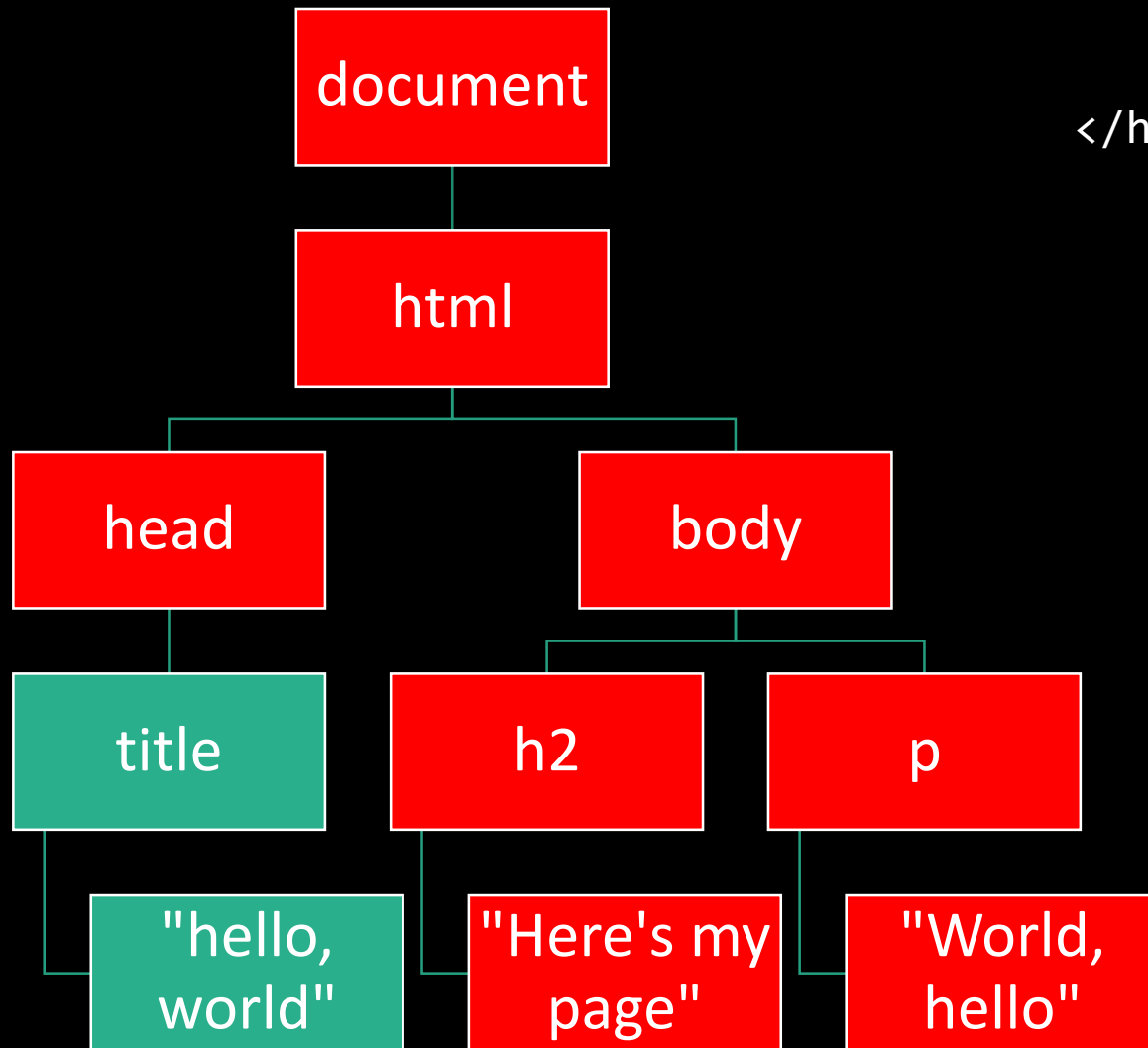
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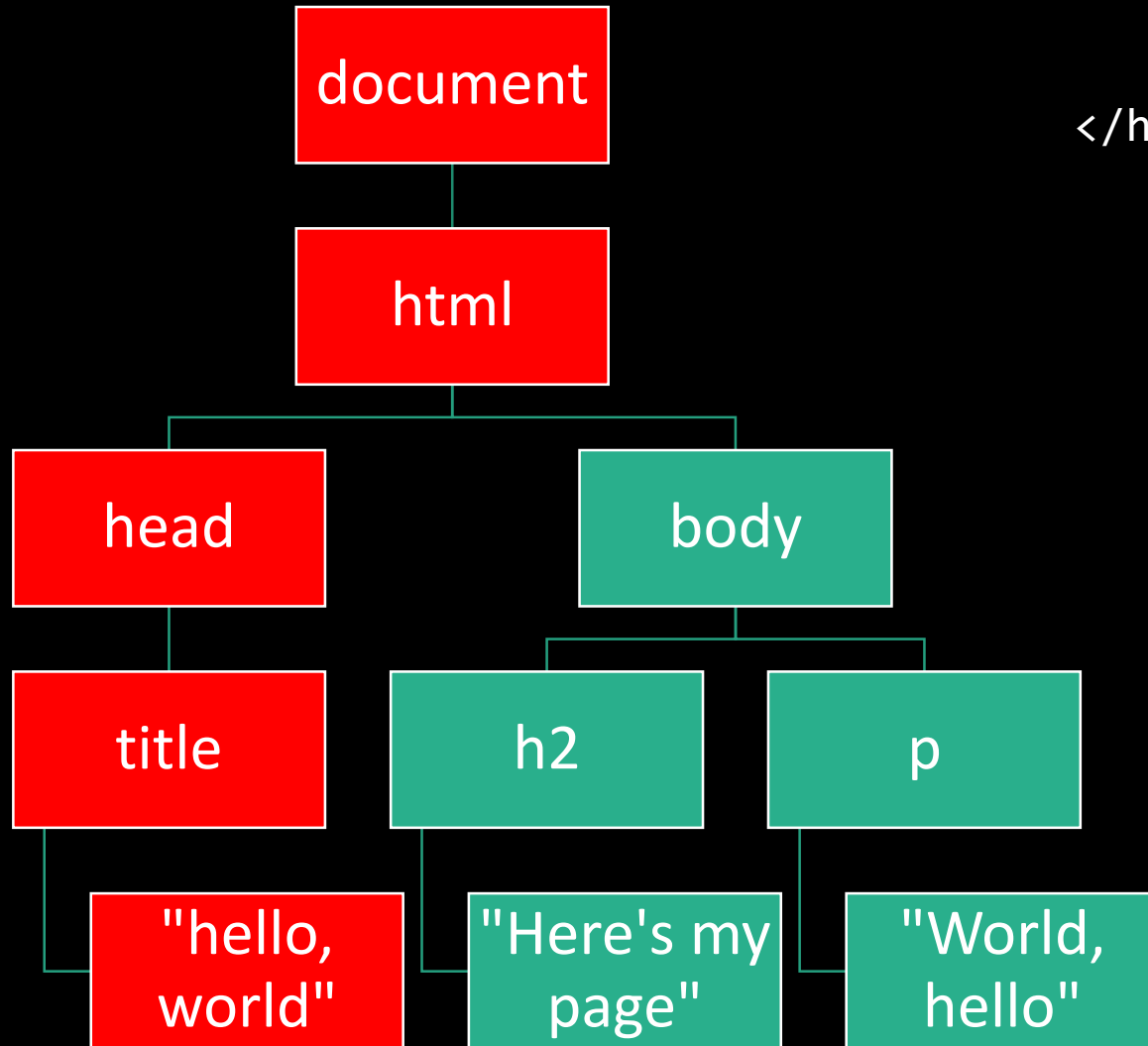
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DOM

- The document object is the means by which we can interact with and manipulate web sites using JavaScript.

Query Selector

- `document.querySelector('tag')`
- `document.querySelector('#id')`
- `document.querySelector('.class')`

Conditionals

- `if`
- `else`
- `switch`
- `?:`

Loops

- `while`
- `do ... while`
- `for`
- `for ... in`
- `for ... of`

Template Literals

```
alert(`Counter is at ${counter}!`);
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Variables

- `const`
- `let`
- `var`

Arrow Functions

```
() => {  
  alert('Hello, world!');  
}
```

Arrow Functions

```
x => {  
    alert(x);  
}
```


Arrow Functions

`x => x * 2`

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Asynchronicity

- In most of the examples we've talked about, the JavaScript code has been running top-to-bottom as it's encountered.
- Normally this isn't a problem, but it can be a problem if one of the functions we need to execute might take a long time (e.g., a network call).

Asynchronicity

```
const data = fulfillRequest();
```

```
console.log(data);
```

```
...
```

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Asynchronicity

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```



```
console.log(data);
```

...

Asynchronicity

```
fulfillRequest()  
  .then(data => data.parse())  
  .then(results => console.log(results))  
  ...
```

Asynchronicity

```
fulfillRequest().then(data => data.parse()).then(results => console.log(results))
```

```
...
```

Asynchronicity

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Asynchronicity

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If you see a structure like this somewhere, this is indicative of what's known as a JavaScript **promise**, a mechanism for ensuring orderly execution of asynchronous code.

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- Using JavaScript, it is possible for our code to make supplementary HTTP requests without reloading the page.
- This technique is commonly known as Ajax, and you may have done it before using XMLHttpRequests.
- In ES6, one of the main mechanisms we'll use to achieve this with a promise is `fetch()`.

APIs

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- **A**pplication **P**rogramming **I**nterfaces are "contracts" of a sort between a client (us) and, usually, a data provider, to give our applications the ability to access data that may be useful to us in some way.

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- In this course, we'll be using APIs from many different service providers and creating projects that leverage data from those providers.
- Learning to parse API docs will be a crucial skill!

Google Books

Lab 1

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- Once you plug in your API key, the application will already give you a list of galleries. Your job is to extend the app to show lists of objects within a gallery, and then when you click on an object, show info about that object.
- <https://github.com/harvardartmuseums/api-docs>

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- Post public questions (i.e., those not containing large code snippets) on Piazza using the **lab1** tag!