CONTENTS IN DETAIL

INTRODUCTION **1**

On Programming 2
Why Language Matters 3
What Is JavaScript? 5
Code, and What to Do with It 6
Overview of This Book 7
Typographic Conventions 8

PART I: LANGUAGE

1
VALUES, TYPES, AND OPERATORS **11**

Values 12
Numbers 12
Arithmetic 13
Special Numbers 14
Strings 14
Unary Operators 16
Boolean Values 16
Comparison 16
Logical Operators 17
Empty Values 18
Automatic Type Conversion 18
Short-Circuiting of Logical Operators 19
Summary 20

2
PROGRAM STRUCTURE **23**

Expressions and Statements 23
Bindings 24
Binding Names 26
The Environment 26
Functions 26
The console.log Function 27
Return Values 27
Control Flow 28
Conditional Execution 28

while and do Loops ... 30
Indenting Code ... 32
for Loops ... 32
Breaking Out of a Loop ... 33
Updating Bindings Succinctly ... 34
Dispatching on a Value with switch ... 34
Capitalization ... 35
Comments ... 35
Summary ... 36
Exercises ... 37
    Looping a Triangle ... 37
    FizzBuzz ... 37
    Chessboard ... 38

3
FUNCTIONS **41**

Defining a Function ... 41
Bindings and Scopes ... 43
    Nested Scope ... 44
Functions as Values ... 44
Declaration Notation ... 45
Arrow Functions ... 45
The Call Stack ... 46
Optional Arguments ... 47
Closure ... 48
Recursion ... 50
Growing Functions ... 52
Functions and Side Effects ... 54
Summary ... 55
Exercises ... 56
    Minimum ... 56
    Recursion ... 56
    Bean Counting ... 56

4
DATA STRUCTURES: OBJECTS AND ARRAYS **59**

The Weresquirrel ... 60
Data Sets ... 60
Properties ... 61
Methods ... 62
Objects ... 62
Mutability ... 65
The Lycanthrope's Log ... 66
Computing Correlation ... 67
Array Loops ... 69

The Final Analysis 69
Further Arrayology 71
Strings and Their Properties 72
Rest Parameters 74
The Math Object 75
Destructuring 76
JSON 77
Summary 78
Exercises 78
    The Sum of a Range 78
    Reversing an Array 79
    A List 79
    Deep Comparison 80

5
HIGHER-ORDER FUNCTIONS **83**

Abstraction 84
Abstracting Repetition 85
Higher-Order Functions 86
Script Data Set 87
Filtering Arrays 88
Transforming with map 88
Summarizing with reduce 89
Composability 90
Strings and Character Codes 92
Recognizing Text 93
Summary 94
Exercises 95
    Flattening 95
    Your Own Loop 95
    Everything 95
    Dominant Writing Direction 95

6
THE SECRET LIFE OF OBJECTS **97**

Encapsulation 97
Methods 98
Prototypes 99
Classes 101
Class Notation 102
Overriding Derived Properties 103
Maps 104
Polymorphism 105
Symbols 106
The Iterator Interface 107

Getters, Setters, and Statics 109
Inheritance 111
The instanceof Operator 112
Summary 112
Exercises 113
A Vector Type 113
Groups 113
Iterable Groups 114
Borrowing a Method 114

7
PROJECT: A ROBOT **117**

Meadowfield 117
The Task 119
Persistent Data 120
Simulation 121
The Mail Truck's Route 123
Pathfinding 123
Exercises 125
Measuring a Robot 125
Robot Efficiency 125
Persistent Group 126

8
BUGS AND ERRORS **129**

Language 129
Strict Mode 130
Types 131
Testing 132
Debugging 133
Error Propagation 134
Exceptions 135
Cleaning Up After Exceptions 136
Selective Catching 138
Assertions 140
Summary 141
Exercises 141
Retry 141
The Locked Box 141

9
REGULAR EXPRESSIONS **145**

Creating a Regular Expression 146
Testing for Matches 146

Sets of Characters ... 146
Repeating Parts of a Pattern ... 148
Grouping Subexpressions ... 149
Matches and Groups ... 149
The Date Class ... 150
Word and String Boundaries ... 151
Choice Patterns ... 152
The Mechanics of Matching ... 152
Backtracking ... 153
The replace Method ... 155
Greed ... 156
Dynamically Creating RegExp Objects ... 157
The search Method ... 158
The lastIndex Property ... 158
    Looping Over Matches ... 160
Parsing an INI File ... 160
International Characters ... 162
Summary ... 163
Exercises ... 164
    Regexp Golf ... 164
    Quoting Style ... 165
    Numbers Again ... 165

10
MODULES **167**

Modules as Building Blocks ... 168
Packages ... 168
Improvised Modules ... 169
Evaluating Data as Code ... 170
CommonJS ... 171
ECMAScript Modules ... 173
Building and Bundling ... 174
Module Design ... 175
Summary ... 177
Exercises ... 177
    A Modular Robot ... 177
    Roads Module ... 177
    Circular Dependencies ... 178

11
ASYNCHRONOUS PROGRAMMING **181**

Asynchronicity ... 182
Crow Tech ... 183
Callbacks ... 184
Promises ... 186

Failure 187
Networks Are Hard 188
Collections of Promises 190
Network Flooding 191
Message Routing 192
Async Functions 194
Generators 196
The Event Loop 197
Asynchronous Bugs 198
Summary 200
Exercises 200
    Tracking the Scalpel 200
    Building Promise.all 200

12
PROJECT: A PROGRAMMING LANGUAGE 203

Parsing 203
The Evaluator 207
Special Forms 208
The Environment 210
Functions 211
Compilation 212
Cheating 213
Exercises 214
    Arrays 214
    Closure 214
    Comments 214
    Fixing Scope 215

PART II: BROWSER

13
JAVASCRIPT AND THE BROWSER 219

Networks and the Internet 219
The Web 221
HTML 221
HTML and JavaScript 223
In the Sandbox 224
Compatibility and the Browser Wars 225

14
THE DOCUMENT OBJECT MODEL 227

Document Structure 227
Trees 228
The Standard 229
Moving Through the Tree 230
Finding Elements 231
Changing the Document 232
Creating Nodes 233
Attributes 235
Layout 235
Styling 237
Cascading Styles 238
Query Selectors 239
Positioning and Animating 240
Summary 242
Exercises 243
    Build a Table 243
    Elements by Tag Name 243
    The Cat's Hat 244

15
HANDLING EVENTS 247

Event Handlers 247
Events and DOM Nodes 248
Event Objects 249
Propagation 249
Default Actions 251
Key Events 251
Pointer Events 253
    Mouse Clicks 253
    Mouse Motion 254
    Touch Events 255
Scroll Events 256
Focus Events 257
Load Event 258
Events and the Event Loop 258
Timers 259
Debouncing 260
Summary 261
Exercises 262
    Balloon 262
    Mouse Trail 262
    Tabs 262

16
PROJECT: A PLATFORM GAME **265**

The Game 265
The Technology 266
Levels 267
Reading a Level 267
Actors 269
Encapsulation as a Burden 272
Drawing 273
Motion and Collision 277
Actor Updates 280
Tracking Keys 282
Running the Game 283
Exercises 285
    Game Over 285
    Pausing the Game 285
    A Monster 285

17
DRAWING ON CANVAS **287**

SVG 288
The Canvas Element 288
Lines and Surfaces 289
Paths 290
Curves 292
Drawing a Pie Chart 294
Text 295
Images 295
Transformation 297
Storing and Clearing Transformations 299
Back to the Game 301
Choosing a Graphics Interface 305
Summary 306
Exercises 307
    Shapes 307
    The Pie Chart 307
    A Bouncing Ball 308
    Precomputed Mirroring 308

18
HTTP AND FORMS **311**

The Protocol 311
Browsers and HTTP 313
Fetch 315
HTTP Sandboxing 316

Appreciating HTTP 316
Security and HTTPS 317
Form Fields 317
Focus 319
Disabled Fields 320
The Form as a Whole 320
Text Fields 322
Checkboxes and Radio Buttons 323
Select Fields 324
File Fields 325
Storing Data Client-Side 326
Summary 328
Exercises 329
    Content Negotiation 329
    A JavaScript Workbench 330
    Conway's Game of Life 330

19
PROJECT: A PIXEL ART EDITOR **333**

Components 334
The State 335
DOM Building 336
The Canvas 337
The Application 339
Drawing Tools 342
Saving and Loading 344
Undo History 346
Let's Draw 347
Why Is This So Hard? 348
Exercises 349
    Keyboard Bindings 349
    Efficient Drawing 349
    Circles 350
    Proper Lines 350

PART III: NODE

20
NODE.JS **353**

Background 353
The node Command 354
Modules 355

Installing with NPM . . . 356
Package Files . . . 357
Versions . . . 357
The File System Module . . . 358
The HTTP Module . . . 360
Streams . . . 361
A File Server . . . 363
Summary . . . 368
Exercises . . . 368
Search Tool . . . 368
Directory Creation . . . 368
A Public Space on the Web . . . 369

21
PROJECT: SKILL-SHARING WEBSITE 371

Design . . . 372
Long Polling . . . 372
HTTP Interface . . . 373
The Server . . . 375
Routing . . . 375
Serving Files . . . 376
Talks as Resources . . . 377
Long Polling Support . . . 380
The Client . . . 381
HTML . . . 381
Actions . . . 382
Rendering Components . . . 383
Polling . . . 385
The Application . . . 386
Exercises . . . 387
Disk Persistence . . . 387
Comment Field Resets . . . 388

22
JAVASCRIPT AND PERFORMANCE 391

Staged Compilation . . . 392
Graph Layout . . . 392
Defining a Graph . . . 394
Force-Directed Layout . . . 395
Avoiding Work . . . 397
Profiling . . . 399
Function Inlining . . . 400
Creating Less Garbage . . . 401
Garbage Collection . . . 402
Dynamic Types . . . 403

Summary 404
Exercises 405
Pathfinding 405
Timing 405
Optimizing 406

EXERCISE HINTS 407

Chapter 2: Program Structure 407
Looping a Triangle 407
FizzBuzz 407
Chessboard 408
Chapter 3: Functions 408
Minimum 408
Recursion 408
Bean Counting 409
Chapter 4: Data Structures: Objects and Arrays 409
The Sum of a Range 409
Reversing an Array 409
A List 410
Deep Comparison 410
Chapter 5: Higher-Order Functions 411
Everything 411
Dominant Writing Direction 411
Chapter 6: The Secret Life of Objects 411
A Vector Type 411
Groups 411
Iterable Groups 412
Borrowing a Method 412
Chapter 7: Project: A Robot 412
Measuring a Robot 412
Robot Efficiency 412
Persistent Group 413
Chapter 8: Bugs and Errors 413
Retry 413
The Locked Box 413
Chapter 9: Regular Expressions 413
Quoting Style 413
Numbers Again 414
Chapter 10: Modules 414
A Modular Robot 414
Roads Module 415
Circular Dependencies 415
Chapter 11: Asynchronous Programming 416
Tracking the Scalpel 416
Building Promise.all 416

Chapter 12: Project: A Programming Language 416
Arrays 416
Closure 417
Comments 417
Fixing Scope 417
Chapter 14: The Document Object Model 417
Build a Table 417
Elements by Tag Name 418
The Cat's Hat 418
Chapter 15: Handling Events 418
Balloon 418
Mouse Trail 418
Tabs 419
Chapter 16: Project: A Platform Game 419
Pausing the Game 419
A Monster 419
Chapter 17: Drawing on Canvas 420
Shapes 420
The Pie Chart 420
A Bouncing Ball 421
Precomputed Mirroring 421
Chapter 18: HTTP and Forms 422
Content Negotiation 422
A JavaScript Workbench 422
Conway's Game of Life 422
Chapter 19: Project: A Pixel Art Editor 423
Keyboard Bindings 423
Efficient Drawing 423
Circles 423
Proper Lines 424
Chapter 20: Node.js 424
Search Tool 424
Directory Creation 425
A Public Space on the Web 425
Chapter 21: Project: Skill-Sharing Website 425
Disk Persistence 425
Comment Field Resets 426
Chapter 22: JavaScript and Performance 426
Pathfinding 426
Optimizing 426

INDEX **429**