Front End Development

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Functions, Events and Scope SESSION TYPE : LESSON WBD4300

- Functions, Events and Scope
- Functions (and calls)

Global & Local Scope of Variables

Validation

Vector Graphics

Vector Graphics(e.g. Mesh Tool, Livetrace)

Self Directed: Practice Custom Function creation Functions and Calls, Local and Global

A JavaScript function is a block of code designed to perform a particular task. A JavaScript function is executed when "something" invokes it (calls it).

A function call is an expression that passes control and arguments (if any) to a function

Events

Here are some examples of HTML events: An HTML web page has finished loading An HTML input field was changed An HTML button was clicked

Local and Global, Scope of Variable

A local variable is a variable which is either a variable declared within the function or is an argument passed to a function. As you may have encountered in your programming.



Their purpose and how to use them.

A JavaScript function is a block of code designed to perform a particular task.

A JavaScript function is executed when "something" invokes it (calls it).

Structure of a function.

function name(parameter1, parameter2, parameter3) {
 code to be executed



Functions

Example of a Function From the sample script I have given you, the drop_down menu_shopping_cart example. What is it doing?

function changeMainImage(){

phoneCoverColor =
document.getElementById("phoneCoverColor").value;

document.getElementById("mainImg").src="images/"+phoneC overColor+".png";

document.getElementById("modelColor").innerHTML =
" "+phoneCoverColor+"";





Definition of a call The JavaScript call() Method The call() method is a predefined JavaScript function method.

It can be used to invoke (call) a function with an owner object as the first argument (parameter).

Use of Calls: With call(), you can use a method belonging to another object.

Examples of Calls person.fullName.call(myObject); // Will return "Full Name from a declared Object"



Local JS Variables

It's purpose

Local JavaScript Variables. Variables declared within a JavaScript function, become LOCAL to the function.

Local variables have local scope:

They can only be accessed within the function.



Global JS Variables

The scope of a variable declared with var is its current execution context, which is either the enclosing function or, for variables declared outside any function, global. If you re-declare a JavaScript variable, it will not lose its value

Global JavaScript Variables. A variable declared outside a function, becomes GLOBAL. A global variable has global scope: All scripts and functions on a web page can access it.



Form validation is when we put in controls so that the user cannot submit the form until all the relevant information is complete

When we include forms in our websites we must bear in mind the users and their abilities

As good developers we must cater for the easily confused and make sure we help them along the way!



HTML validation and JS validation, what is the difference?

- JavaScript Can Validate Numeric Input
- HTML have introduced a pattern attribute but there are situation where JavaScript is easier or works better with the project.
- Some have suggested that JS is harder to hack. Another layer of security.



Ensure that the name has been entered

- Make sure that the values entered such as an email address in a contact form.
- Make sure that the correct value has been entered including correct formatting.
- Some form redirect to a new page with a error message or on the same page with an alert built in to the script which is not visible unless the form is sent or sent with errors and needs resending.



FORM VALIDATION - PRESENCE example.
<input type="text" id="name" />
var name = document.getElementById('name').value;
if (name=="") alert("You haven't entered your name")
Check against an "empty string"!



Validation – Email Addresses

A simple email check could be to see if the string included the "@" symbol

To do this we use the "indexOf" function, which returns the position where the first occurrence happens or -1 if it does not occur

var email1 = t.owens@sae.edu;

var email2 = tomATsomething.com

```
email1.indexOf("@") would give 7
```

- email2.indexOf("@") would give -1
- NOTE: the counting starts at ZERO!

sampleword



Validation – Email Addresses

When form validation has found a problem, it obviously should be set so that the form does not submit

You could:

Show an alert to tell the user which fields aren't correctly filled in

Change the background colour of the fields which aren't correct

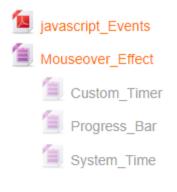
Show a previously hidden text/image next to the incorrect field using an if or function.



Validation – Exercises

Lets look over 1 or 2 of the exercises available on Moodle, which I have sent to you. If you dont have them let me know.

Lets take the Form Validation exercises and dissect them.



Week 3









Scope or JS Variables

Examples of Scope

Scope refers generally to how pervasive a data type is and how is applies to any other element through out a project.

Scope in terms of variables can be local or global

It's purpose



Vector Graphics

A Vector Graphic is the opposite of a Raster Graphic and is used in scaling. Essentially an image is made of nodes which maintain aspect ratio regardless of size so will reduce overall file size and loading times. The image can appear less detailed.

Mesh Tools

To add a mesh point, select the Mesh tool within an application such as illustrator and select a fill colour for the new mesh points. Then click anywhere in the mesh object.

Live Trace

When you are satisfied with the tracing results, you can convert the tracing to vector paths or a Live Paint object. Illustrator CS6 users: Use the Image Trace feature to trace an image into vector artwork.



Self Directed

Practice Custom Function Creation.

Using the exercise given try creating your own function.

Later we will build a website with validation...



FYI: Google Digital Garages

I wanted to introduce you to Google Garages a recently offered tool for learning code.





References

Google Digital Garages – learndigital.withgoogle.com/digitalgarage/topic-library

W3Schools.com

Adobe.com

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developer.mozilla.org

