

# Functional JavaScript

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# The World's Most Misunderstood Programming Language

A language of many contrasts.

The broadest range of  
programmer skills of any  
programming language.

From computer scientists  
to cut-n-pasters  
and everyone in between.

# Complaints

- "JavaScript is not a language I know."
- "The browser programming experience is awful."
- "It's not fast enough."
- "The language is just a pile of mistakes."

Hidden under a huge steaming  
pile of good intentions and  
blunders is an elegant,  
expressive programming  
language.

JavaScript has good parts.

JavaScript is succeeding very well in an environment where Java was a total failure.

# Influences

- Self
  - prototypal inheritance
  - dynamic objects
- Scheme
  - lambda
  - loose typing
- Java
  - syntax
  - conventions
- Perl
  - regular expressions



# Bad Parts

- Global Variables
- + adds and concatenates
- Semicolon insertion
- typeof
- with and eval
- phony arrays
- == and !=
- false, null, undefined, NaN

# Transitivity? What's That?

- `0 == ''` // true
- `0 == '0'` // true
- `'' == '0'` // false
- `false == ''` // true
- `false == '0'` // true
- `false == undefined` // false
- `false == null` // false
- `null == undefined` // true
- `" \t\r\n " == 0` // true
- `" \t\r\n " == ""` // false

# Good Parts

- Lambda
- Dynamic Objects
- Loose Typing

- `(define foo (lambda (a b c)  
          (body)  
          ))`

- `var foo = function (a, b, c) {  
    return body;  
};`

- *(foo a b c)*

- *foo(a, b, c)*

- `(cond (p1 e1) (p2 e2) ... (else en) )`

- `p1 ? e1 : p2 ? e2 : ... en`

- `(quote (a b c))`

- `['a', ['b', ['c']]]`

# Y Combinator

```
• var Y = function (le) {  
  return function (f) {  
    return f(f);  
  } (function (f) {  
    return le(function (x) {  
      return f(f)(x);  
    });  
  });  
};
```



# Inheritance

- Inheritance is object-oriented code reuse.
- Two Schools:
  - Classical
  - Prototypal

# Prototypal Inheritance

- Class-free.
- Objects inherit from objects.
- An object contains a link to another object: Delegation. Differential Inheritance.

```
var newObject =  
    Object.create(oldObject);
```

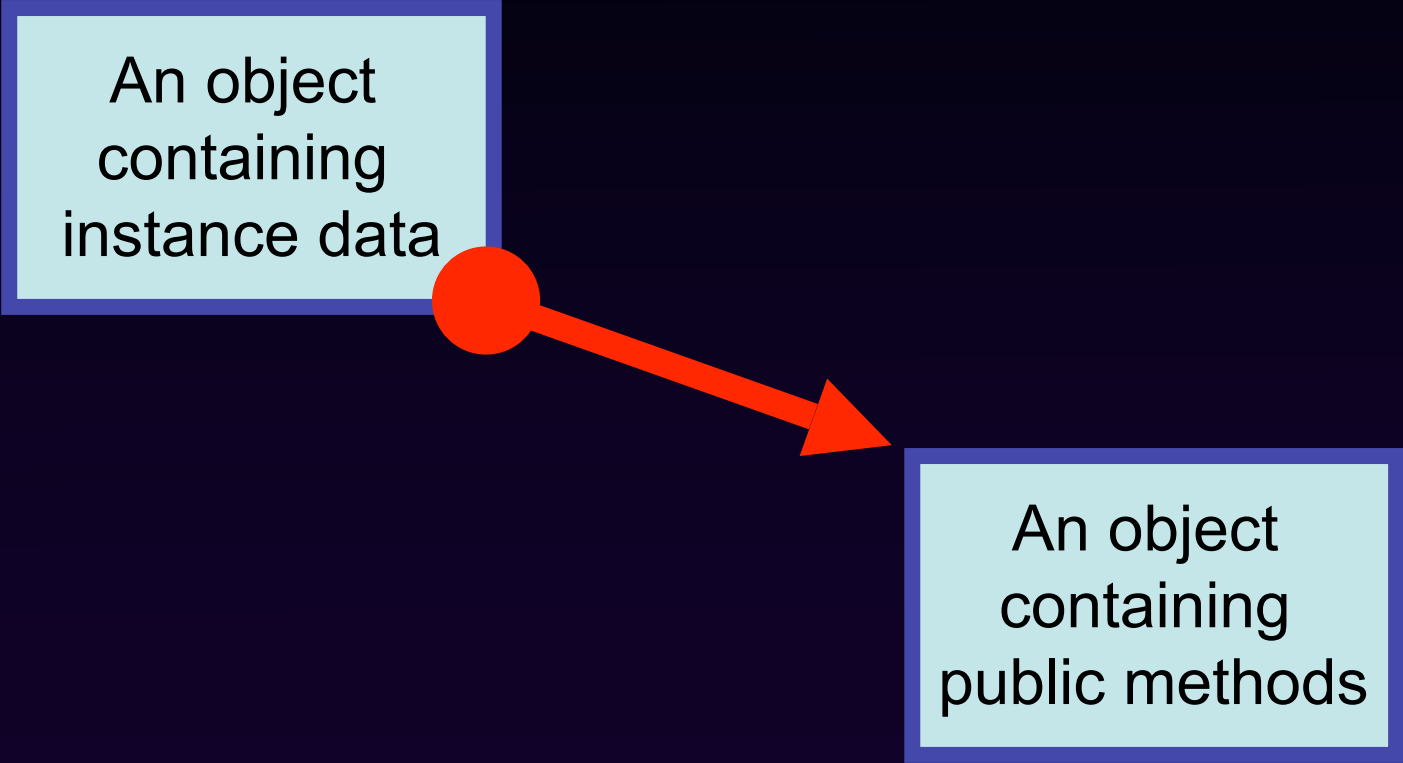


# Objects

- Objects are general containers.
- Key/value pairs.
- Keys are strings.
- Values are any value.
- Objects can be modified at any time.
- Objects are passed by reference.
- An object can inherit from another object.

# Prototypes

An object  
containing  
instance data



```
graph LR; A[An object containing instance data] --> B[An object containing public methods]
```

An object  
containing  
public methods

- Public methods are functions.
- A pseudoparameter `this` is bound to the invoked object.

# Object literals

- Simple quasiliteral constructor for objects.
- ```
{  
  name : value ,  
  name : value  
}
```
- Inspiration for the JSON Data Interchange Format. [www.JSON.org/](http://www.JSON.org/)

# Closure

```
var digit_name = function () {  
    var names = ['zero', 'one', 'two',  
                'three', 'four', 'five', 'six',  
                'seven', 'eight', 'nine'];  
  
    return function (n) {  
        return names[n];  
    };  
}();  
alert(digit_name(3));    // 'three'
```

# A Module Pattern

```
var singleton = function () {  
  var privateVariable;  
  function privateFunction(x) {  
    ...privateVariable...  
  }  
  return {  
    firstMethod: function (a, b) {  
      ...privateVariable...  
    },  
    secondMethod: function (c) {  
      ...privateFunction()...  
    }  
  };  
} ();
```



Module pattern is easily transformed into a powerful constructor pattern.

# Power Constructors

## 1. Make an object.

- Object literal
- `new`
- `Object.create`
- call another power constructor

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1. Make an object.
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2. Define some variables and functions.
  - These become private members.
3. Augment the object with privileged methods.
4. Return the object.

# Step One

```
function myPowerConstructor(x) {  
    var that = otherMaker(x);  
}
```

# Step Two

```
function myPowerConstructor(x) {  
    var that = otherMaker(x);  
    var secret = f(x);  
}
```

# Step Three

```
function myPowerConstructor(x) {  
  var that = otherMaker(x);  
  var secret = f(x);  
  that.priv = function () {  
    ... secret x that ...  
  };  
}
```



# Step Four

```
function myPowerConstructor(x) {  
  var that = otherMaker(x);  
  var secret = f(x);  
  that.priv = function () {  
    ... secret x ...  
  };  
  return that;  
}
```

# Closure

- A function object contains
  - A function (name, parameters, body)
  - A reference to the environment in which it was created (context).
- This is a very good thing.

# Values

- Numbers
- Strings
- Booleans
- Objects & Arrays
- Functions
- Falsy values:  
false, 0, "", null, undefined, NaN

# History

Thirteen years ago in a valley  
30 miles to the south...

# Working with the Grain

# A Personal Journey

Beautiful Code

# JSLint

- JSLint defines a professional subset of JavaScript.
- It imposes a programming discipline that makes me much more confident in a dynamic, loosely-typed environment.
- <http://www.JSLint.com/>

# WARNING!

JSLint will hurt your  
feelings.



# Unlearning Is Really Hard

Perfectly Fine == Faulty

It's not ignorance does so much  
damage; it's knowin' so derved  
much that ain't so.

Josh Billings

The Very Best Part:  
**Stability**

No new design errors  
since 1999!

# Coming Soon

- [ES3.1] ECMAScript Fourth Edition
- Corrections
- Reality
- Support for object hardening
- Strict mode for reliability
- Waiting on implementations

# Not Coming Soon

- [ES4] This project has been cancelled.
- Instead, [ES-Harmony].
- So far, this project has no defined goals or rules.

# Safe Subsets

- The most effective way to make this language better is to make it smaller.
- FBJs
- Caja & Cajita
- ADsafe
- These subsets will be informing the design of a new secure language to replace JavaScript.

# The Good Parts

- Your JavaScript application can reach a potential audience of billions.
- If you avoid the bad parts, JavaScript works really well. There is some brilliance in it.
- It is possible to write good programs with JavaScript.

*Unearthing the excellence in JavaScript*



# JavaScript: The Good Parts

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| YAHOO!.PRESS

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