Client-side scripting

- Web pages can only update by reloading
 - HTTP requests take too long
 - Interactive systems must respond in <= 10ms</p>
- What updates can be made without retrieving new data?
 - Scrolling a select box, for example, has always been clientside
 - Client-side scripting lets the developer add functionality to the page without reloading it

- Introduced by Netscape Navigator 2.0 w/ the original DOM
 - Only related to Java via marketing
 - Quickly "embrace & extended" by Microsoft (Jscript)
- ECMAScript is the actual standard
 - Everyone just says javascript, as in "stupid, lousy javascript"
 - Bad rep for being amateur-friendly
 - Revitalized by the AJAX paradigm shift

- Loaded with a web page
 - Inline with <script></script> tags (no!)
 - Link separate .js file in head
 - <script src="myscript.js"></script>
 - Script file is interpreted on load
 - All functions defined to call later
 - All statements not in a function are immediately executed
 - JavaScript console provides interactive programming
 - You can evaluate statements in the scope of the page
 - E.g. call functions from the script file
 - Fails silently! Fails silently! Fails silently!
 - (Just stops running)

- C-style syntax
 - But actually more lisp/scheme based in its semantics
 - Familiar conditions, loops, functions
- Dynamic (loose) typing
 - No variable type declarations
 - ("var" is optional)

```
var someVar = 7;
someVar = "89";
someVar + 17 = ?
```

Function declaration (no return type)

```
function bob() {
    console.log( "hi there" );
}
```

- Variable function arguments, return values
 - Extra formal arguments just set to null
 - Extra parameters just ignored
 - Return value is null if no return

Objects

No class declaration

```
person = new Object;
person.name = "Emmett";
person.number = 7;
```

Objects are associative arrays

```
person = { "name" : "Emmett", "number" : 7 };
```

Member access with . or []

```
person['number'] = 6;
person.number = 7;
```

First-class functions

```
- Functions are data!
function bob() {
    console.log( "hi there" );
}
fn = bob;
- Note no parens! (Not calling bob, referring to it)
```

Methods can be set at run time

```
obj = new Object;
obj.print = bob;
obj.print();
```

Anonymous functions (no name given)

```
fn = function () {
     console.log( "hi there" );
}
```

Anonymous function and array notation