

Andrew & Aaron present:

The Future of JavaScript

JavaScript 1.6

- Based on ECMA-262, edition 3
- Implemented in Firefox 1.5
- Added
 - ECMAScript for XML (aka E4X; ECMA-357)
 - Array extras
 - Array and String generics

Array extras

- Location methods:
 - `indexOf()`
 - `lastIndexOf()`
- Iterative methods:
 - `every()`
 - `filter()`
 - `forEach()`
 - `map()`
 - `some()`

Iteration examples

```
var ids = [ 1, 2, 3 ];
var els = ids.map( function( i ){
    return document.getElementById( 'item_' + i ); } );
for( var i = 0; i < els.length; i++ ){
    els[i].style.border = '1px solid';
}
```

and

```
var lis = document.getElementsByTagName( 'li' );
var evenLis = Array.filter( lis,
    function( li, i ){ return i % 2 == 1; } );
for( var i = 0; i < evenLis.length; i++ ){
    evenLis[i].style.background = '#ccc';
}
```

JavaScript 1.7

- Based on ECMA-262, edition 3
- Includes JS1.6 enhancements
- Introduced
 - Generators & Iterators
 - Array comprehensions
 - Block scope variables
 - Destructuring assignment

Using JS 1.7

- Implemented in Firefox 2 only
- Enable via MIME type:

```
<script type="application/javascript;version=1.7">  
  // code goes here  
</script>
```

or

```
<script type="application/javascript;version=1.7" »  
  src="/path/to/my.js"></script>
```


Which gives us

- 1
- 1
- 2
- 1
- 2
- 3

Straight Iteration

```
var me = { name: 'Aaron Gustafson', age: 29,  
           'eye color': 'blue', height: '5ft 11in' };  
var it = Iterator( me );  
var ul = $ul.next(), li;  
try{  
  while( true ){  
    li = $li.next();  
    li.appendChild( document.createTextNode( »  
                                                         it.next() ) );  
    ul.appendChild( li );  
  }  
}catch( err if err instanceof StopIteration ){  
  document.getElementsByTagName( 'body' »  
                                 ) [0].appendChild( ul );  
}catch( err ){  
  alert( 'error: '+err.description );  
}
```

Which gives us

- name,Aaron Gustafson
- age,29
- eye color,blue
- height,5ft 11in

Alternation

```
var li = document.getElementsByTagName( 'li' );  
for( var i = 0; i < li.length; i++ ){  
    if( i % 2 == 0 ){  
        li[i].className = 'even';  
    }  
}
```

Generators and array creation

```
function range( start, end ){  
    for( var i = start; i < end; i++ ){  
        yield i;  
    }  
}
```

```
var li = document.getElementsByTagName( 'li' );
```

```
var evens = [i for ( i in range( 0, li.length ) ) »  
             if ( i % 2 == 0 ) ];
```

```
for( num in evens ) li[evens[num]].className = 'even';
```

let is the new black

- Only way we currently get block scope:

```
function foo() {  
  var x = 5;  
  ( function() {  
    var x = 10;  
    alert( x );    // -> 10  
  } )();  
  alert( x );    // -> 5  
}
```

let blocks

```
function foo(){  
  var x = 5;  
  let( x = 10 ){  
    alert( x );           //-> 10  
  }  
  alert( x );           //-> 5  
}
```

- or if you wanna get really crazy

```
function foo(){  
  var x = 5;  
  let( x = x + 5 ){  
    alert( x );           //-> 10  
  }  
  alert( x );           //-> 5  
}
```


let expressions

```
function foo() {  
  var x = 5;  
  alert( let( x = 10 ) x ); // -> 10  
  alert( x );              // -> 5  
}
```

let in loops

```
for( let i = 0; i < array.length; i++ )  
  doSomethingWith( array[i] );
```

```
alert( i ); //-> undefined
```

or

```
for( let i = 0, subArray; i < array.length; i++ ){  
  subArray = array[i];  
  for( let i = 0; i < subArray.length; i++ )  
    alert( subArray[i] );  
}
```

Like a key party in your code

- Destructuring assignment:

```
var a = 1;  
var b = 2;  
[a, b] = [b, a];
```

or

```
var [c, d] = [a, b];
```

Return with greater flexibility

- We've always been able to return arrays

```
var result = returnsArray();  
var a = result[0];  
var b = result[1];
```

- But now

```
var [a,b] = returnsArray();
```

or even

```
var [,b] = returnsArray();
```

That's not all, let's play with JSON

```
var me = { name:      'Aaron Gustafson',  
          age:       29,  
          'eye color': 'blue',  
          height:    '5ft 11in' };
```

```
var ul = $ul.next();
```

```
for( let [ key, value ] in me ){  
  let li = $li.next();  
  li.appendChild( document.createTextNode( 'key: ' +  
                                          key + ', value: ' + value ) );  
  ul.appendChild( li );  
}
```

```
document.getElementsByTagName( 'body' »  
                               )[0].appendChild( ul );
```

Resulting in

- Key: name, Value: Aaron Gustafson
- Key: age, Value: 29
- Key: eye color, Value: blue
- Key: height, Value: 5ft 11in

Or iterate *safely* over an Object

```
Object.prototype.HAHAHA = "I AM THE HASH DESTRUCTOR";

for( let [ key, value ] in me )
  alert( key ); /* 'name', 'age', 'eye color',
                 'height', 'HAHAHA' */

function safeHashIterator( hash, keysOnly ){
  for( let [key, value] in hash ){
    if( !hash.hasOwnProperty( key ) ) continue;
    yield keysOnly ? key : [key, value];
  }
  throw StopIteration;
}

for( let [key, value] in safeHashIterator( me ) )
  alert( key ); // 'name', 'age', 'eye color', 'height'
```

So why should I care?

