

Introduction to JavaScript

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 - Events
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History of JavaScript

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JavaScript's similarities to Java are purely superficial. The syntax is derived from a common ancestor, C, and both use C-like syntax. The similarities stop there.

Features of JavaScript

JavaScript is an **interpreted** language run by a JavaScript engine, normally a component of the end user's web browser. Some of the key features of JavaScript are:

- **Imperative:** Functions can be written to perform specific tasks
- **Object Oriented:** Objects can be modeled around what the system is
- **Dynamically Typed:** The variable type (e.g., String, Integer, ...) are decided at run time

JavaScript is enabled on most end user's web browsers and is used in creating responsive, dynamic, and fun sites.

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Events map everything from user interaction such as key presses, mouse movements, and scrolls to network events such as loads and going offline.

Example Events

Events are a reaction to a user's action on a web site. Table 1 lists a very small subset of possible JavaScript events.

Event	Comment
click	when a user clicks on an element
change	when a user changes an input field
drag	when a user drags an element
drop	when a user drops an element onto another
scroll	when a user scrolls (desktop) or swipes (mobile)

Table 1: Common JavaScript Events

As always, a more exhaustive list of all the possible events are available at the Mozilla Developer Network. [1]

Closures

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- **Constant:** the user's name
- **Variable:** the exact words in the user's native language

Using a closure, one can boilerplate the words in the particular language and concentrate on the only variable: the user's name. The use of closures is vast in JavaScript frameworks such as Angular and jQuery, where closures are applied to multiple elements at once using class selectors.

Works Cited



Mozilla Development Network.

Event reference.

<https://developer.mozilla.org/en-US/docs/Web/Events>, 2015.