

# **Comp 125 - Visual Information Processing**

---

Spring Semester 2019 - Week 7 - Monday

Dr Nick Hayward

# JavaScript - functions - basic usage - part 4

---

## *parameters and arguments*

- custom functions may also be modified by defining accepted **parameters**
  - *parameter values may be used in the executed logic*
- parameters allow a developer to pass values into the function
  - *may be used to modify the logic and executed code*
- parameters are always defined between a function's parentheses
- as we call the function, we pass the required values as **arguments**
  - *also specified between the parentheses for the function call*

# JavaScript - functions - basic usage - part 5

---

## *using parameters and arguments - example*

- structure for a function with parameter

```
function (parameter) {  
    // test output of parameter  
    console.log("function parameter = " + parameter);  
}
```

- example usage might be as follows

```
function sayHello(name) {  
    // output greeting to person  
    console.log('Hello' + name + ', how are you?');  
}
```

- then call this function
  - *passing an argument for the required function parameter*

```
sayHello('Amelia');
```

# JS Functions - parameters and arguments - example

---

add a custom function with a parameter, and call function with passed argument...



```
> // define function
function sayHello(name) {
  console.log('Hello ' + name + ', how are you?');
}

// call function by name
sayHello('Amelia');
Hello Amelia, how are you? VM1382:3
< undefined
> |
```

JS - function call 3

# JavaScript - functions - basic usage - part 6

---

## *using parameters and arguments - multiple*

- functions may also specify multiple parameters
- function calls may pass multiple arguments

```
function nameGenerator(first, last) {  
    ...  
}
```

- each parameter is separated by a comma
- function body may use either or both parameter

# JavaScript - functions - basic usage - part 7

---

## *using parameters and arguments - multiple*

```
// pass multiple parameters to function  
function nameGenerator(first, last) {  
  // define name of person using parameter values  
  let personName = first + "&nbsp;" + last;  
  // return name value  
  return personName;  
}  
  
nameGenerator('Renata', 'Tebaldi');
```

# JS Functions - parameters and arguments - example

---

custom function with multiple parameters...

```
Jussi Björling
```

```
Elements Console Network Performance Sources Application >>
top Filter Default levels Group similar 1 hidden
> // pass multiple parameters to function
function nameGenerator(first, last) {
  // define name of person using parameter values
  let personName = first + "&nbsp;" + last;
  // return name value
  return personName;
}

nameGenerator('Renata', 'Tebaldi');
< "Renata&nbsp;Tebaldi"
> document.write(nameGenerator('Jussi', 'Björling'));
< undefined
>
```

JS - function with multiple parameters

# JS Functions - functions as values

---

- return value from a function may be used within a block of code
- function calls may be used as values
- enables dynamic values for variables &c.

```
// generate random number using min and max values  
function randomNumber(min, max) {  
  // get random number  
  let number = Math.floor(Math.random() * (max - min + 1) + min);  
  // return random number  
  return number;  
}  
// call random number  
var num = randomNumber(5, 17);
```



# JS Functions - functions as values - example

---

use function as value...

```
random number = 9
```

Elements Console Sources Network >> ⋮ ✕

top Filter Default levels ▾  Group similar 1 hi

```
> // generate random number using min and max values
function randomNumber(min, max) {
  // get random number
  let number = Math.floor(Math.random() * (max - min + 1) +
min);
  // return random number
  return number;
}
// call random number
var num = randomNumber(5, 17);
// output random number
document.write('random number = ' + num);
```

JS - function as value

# JS Functions - functions as argument

---

- pass function as argument
  - *get return value from passed function*
- e.g. call another function with random number as argument
  - *dynamic value will always be passed to function as argument*

```
// count down from passed value
function countdown(count) {
  // use count in for loop
  for (i = count; i >= 0; i--) {
    // log value of each iteration of loop
    console.log('<br>count = ' + i);
    // check end of count
    if (i === 0) {
      return true;
    }
  }
}
// use random number as argument to countdown
countdown(randomNumber(3, 13));
```

# JS Functions - functions as values - example

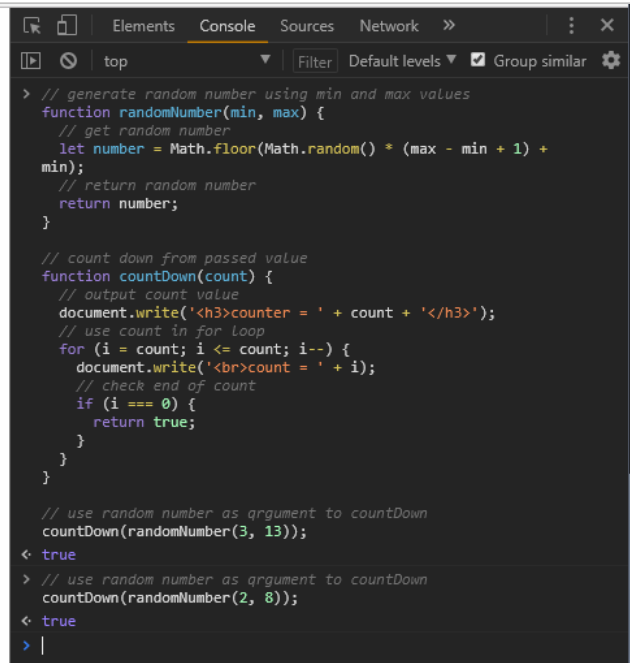
use function as argument...

**counter = 10**

```
count = 10  
count = 9  
count = 8  
count = 7  
count = 6  
count = 5  
count = 4  
count = 3  
count = 2  
count = 1  
count = 0
```

**counter = 3**

```
count = 3  
count = 2  
count = 1  
count = 0
```



```
Elements Console Sources Network >>  
top Filter Default levels Group similar  
> // generate random number using min and max values  
function randomNumber(min, max) {  
  // get random number  
  let number = Math.floor(Math.random() * (max - min + 1) +  
  min);  
  // return random number  
  return number;  
}  
  
// count down from passed value  
function countdown(count) {  
  // output count value  
  document.write('<h3>counter = ' + count + '</h3>');  
  // use count in for loop  
  for (i = count; i <= count; i--) {  
    document.write('<br>count = ' + i);  
    // check end of count  
    if (i === 0) {  
      return true;  
    }  
  }  
}  
  
// use random number as argument to countdown  
countdown(randomNumber(3, 13));  
< true  
> // use random number as argument to countdown  
countdown(randomNumber(2, 8));  
< true  
> |
```

JS - function as value

# HTML - markup for headings - part I

---

- HTML is flexible in markup usage
  - *due to presentational versus structural considerations*
- headings might be perceived as purely presentational, e.g.

```
<span class="heading">Chapter 1</span>
```

- issues with presentational markup, e.g.
  - *visual browsers with CSS will render as expected*
  - *no CSS, and browsers will render as normal text*
  - *non-visual browsers = normal text and no heading*
  - *accessibility issues...*
- search engines, ranking, spiders...
  - *will not process this markup as a heading*
  - *no semantic meaning...*
  - *recorded as normal text*
- CSS styles can be unique
  - *but restricted to class usage with heading*

## HTML - markup for headings - part 2

---

- many different ways to markup content with HTML, e.g.

```
<p><b>Chapter 1</b></p>
```

- issues still exist with variant markup options, e.g.
  - *visual browsers will render text in bold & same size as default*
  - *unique styling is problematic...*
  - *search engines, ranking, spiders...*
    - will not process this markup as a heading
    - no semantic meaning...
    - recorded as normal text

# HTML - markup for headings - part 3

---

- use markup correctly with structure and meaning, e.g.

```
<h3>Chapter 1</h3>
```

- benefits of this markup, e.g.
  - *conveys meaning to contained text*
  - *visual and non-visual browsers treat heading correctly*
    - *regardless of any associated styles...*
  - *easy to add unique styles with CSS*
  - *search engines &c. will interpret this markup correctly*
    - *extract keywords, semantics, structure...*