

INDEX

Symbols

&&, as logical and operator, 14, 28
* (asterisk), as multiplication operator, 11, 27, 142
** operator, 23
\ (backslash), 12, 140, 141
{ } (braces)

- for blocks, 21, 32, 194
- for objects, 43, 96

= (equal sign), 15, 43, 44
==, as equal to operator, 14, 26, 46, 55
==>, as precisely equal to operator, 26
! (exclamation mark), as not operator, 14
!=, as not equal to operator, 14
!==, as not precisely equal to operator, 26
/ (forward slash), as division operator, 11, 27
/= operator, 23
> (greater-than sign), 13
>=, as greater than or equal to operator, 14
< (less-than sign), 13
<=, as less than or equal to operator, 14
- (minus sign), 11, 13, 27
-- operator, 23
-- operator, 23
() parentheses

- for applying functions, 17, 33–34
- for grouping, 11, 142

% (percent sign), as modulo operator, 11, 23
+ (plus sign), 11, 12, 27, 142
++ operator, 23
+= operator, 23
?: operator, 76

A

a (HTML tag), 86, 89
absolute positioning, 171
abstraction, 5, 36, 71, 102
acos function, 61
addEventListener method, 175
addHandler function, 179
alert function, 17, 35
algorithm, 46, 74
altKey property, 177
anonymous function, 34, 73, 133
appendChild method, 167
application

- of functions, 17, 33, 35, 37
- of operators, 11

apply method, 75, 94, 108
argument, 17, 30, 35, 86, 136
arguments object, 59, 75, 91

arithmetic, 11
 addition, 11, 75
 division, 11, 27
 multiplication, 11, 27, 142
 subtraction, 11, 13, 27
array, 46–47, 73, 76, 104
 literal, 46
 methods, 48, 59
 pseudo-array, 59, 91, 164
 traversal, 46, 48, 73
Array type, 46–48, 104
asin function, 61
assignment, 15, 23, 84
asynchronous request, 192–193
atan function, 61
attachEvent method, 174
attribute, 167
automated testing, 70

B

backslash (\), 12, 140, 141
BASIC, 1
between function, 64, 65
binary, 3, 10
binary operator, 13
bind function, 108
bit, 4, 9
block (of statements), 21
blur event, 179
body (HTML tag), 78
body property, 164
Book of Programming, The, 79
Boolean conversion, 19, 26
Boolean function, 19
Boolean type, 13–14
BouncingBug type, 112
br (HTML tag), 182
braces, {}
 for blocks, 21, 32, 194
 for objects, 43, 96
break keyword, 23
browser, 2, 7, 190
 detection, 161
 events, 173–187
 incompatibility, 160, 166
button (HTML tag), 185
button property, 176

C

caching (HTTP), 195
call method, 95
cancelBubble property, 178
capitalization
 in style sheets, 170
 in variable names, 24–25
case keyword, 24
cat example, 41–43, 48–59
catch keyword, 66, 67, 69
ceil function, 61
center (HTML tag), 169
change event, 180
char reserved word, 16
character, 12
charAt method, 49, 50
charCode property, 177
childNodes property, 164
class (CSS), 170
class reserved word, 16
className property, 170
cleaning up, 67
clearInterval method, 156
clearTimeout method, 155
CleverLichenEater type, 122
click event, 159, 174, 176, 185
client, 151
clientX property, 176
clientY property, 176
clone function, 115, 124
close method, 154
closure, 34–35, 73, 74
code reuse, 36, 37, 116, 122
comment, 25, 136
comparisons, 13
compose function, 92
computer, 2
concat method, 83
concatenation, 12, 88
concurrency, 174
conditional execution, 19, 76
confirm function, 18
Confucius, 2
construct method, 124
constructor, 25, 54, 95–98, 124, 126
constructor property, 96, 116
control flow, 19–22, 30, 66

convention, 134
corner case, 50
`cos` function, 61
`count` function, 76
`create` method, 124
`createElement` method, 166
`createTextNode` method, 166
`ctrlKey` property, 177

D

`data`, 2, 9, 41–62
data structure, 45, 57, 100, 104, 182
`Date` type, 54
`dblclick` event, 176
`decodeURIComponent` function, 156
`default` keyword, 24
`DELETE` (HTTP method), 190
`delete` operator, 44
dependency (module), 130
`detachEvent` method, 175
`Dictionary` type, 100, 113
discretization, 102
dispatch, 24
`display` style, 171
`div` (HTML tag), 169, 182
`document` object, 154, 163
Document Object Model (DOM),
 158, 163–172, 193
 connections in, 164
 events, 173–187
 language-independence, 165
 modification of, 165, 166
 querying, 166
 structure of, 163
document restriction, 168
documentation, 101, 130
`documentElement` property, 164
`do` loop, 21
DOM (Document Object Model).
 *See Document Object
 Model (DOM)*
`dom` function, 167
DOM node, 163, 164
 creating, 166
 finding, 166
 hiding, 171
 links between, 164

positioning, 171
removing, 168
sizing, 172
`DrunkBug` type, 114

E

`e` constant, 61
ECMAScript, 6
ecosystem. *See* terrarium
efficiency, 38
elegance, 38
`else` keyword, 19
`em` (HTML tag), 89
Emily (aunt), 41
encapsulation, 102
`encodeURIComponent` function, 156
entropy, 115
environment
 functions, 17
 modification of, 18
equal sign (`=`), 15, 43, 44
equal to (`==`) operator, 13, 26, 46, 55
error
 handling, 63–70
 exceptions, 66
 return value, 65
 types of, 63
 propagation, 64
`Error` type, 68
`escapeHTML` function, 87, 145
escaping
 in HTML, 78, 86, 87
 in regular expressions, 139, 146
 in strings, 12
`eval` function, 194
event, 173, 175
 bubbling, 174
 handler, 173, 174
 keyboard-related, 177
 mouse-related, 176
 normalization, 178
 object, 173, 175
 stopping of, 178
exception handling, 66
exclamation mark (`!`), as not
 operator, 14
exponentiation, 21, 30, 61

- expression, 14
extend method, 124
eXtensible Markup Language (XML), 193
ExtJS, 137
extractDate function, 56, 143
- F**
- false, 13
feature detection, 161, 175, 178, 191
file (script), 7, 130
finally keyword, 68
findCats function, 57
findSequence function, 39
firstChild property, 164, 166
first-class functions, 34, 73
floor function, 61
focus event, 179
focus method, 160
fold algorithm, 75
font (HTML tag), 169
footnote, 79
for loop, 22, 26, 69, 73, 105
forEach function, 73, 114
forEachIn function, 99
for/in loop, 52, 62
form (HTML), 156, 158
form (HTML tag), 157
formatDate function, 58
forms property, 158
forward slash (/), as division operator, 11, 27
framework, 36, 137
fromCharCode method, 177
Funarg problem, 34
function, 29–39
 application, 17, 33, 35, 37
 body, 30
 composition, 92
 definition, 29, 30
 expressions, 34
 higher-order, 73–77, 105
 as namespace, 132
 purity, 37, 84
 as value, 33, 73
- function keyword, 30, 34, 77, 92
Function type, 17
functional programming, 71–92
 performance of, 92
 utilities, 73–77, 90–92
- G**
- garbage collection, 9
GET (HTTP method), 158, 190
getAllResponseHeaders method, 191
getAttribute method, 167
getDate method, 55
getDay method, 55
getElementById method, 166
getElementsByTagName method, 166
getFullYear method, 55
getHours method, 55
getMinutes method, 55
getMonth method, 55
getResponseHeader method, 191
getSeconds method, 55
getTime method, 55
getTimezoneOffset method, 56
global variable, 31, 131. *See also* variable
graceful degradation, 162
grammar, 14, 79, 147
grandmother’s tale, 72
greater-than (>) operator, 13
greater than or equal to (>=) operator, 13
grid type, 105
- H**
- h1 (HTML tag), 78
hard-coding, 112
hasOwnProperty method, 98, 100
head (HTML tag), 78
height style, 172
hermit, 77–81
higher-order function, 73–77, 105.
 See also function
html (HTML tag), 78

HTML (HyperText Markup Language), 7, 77–78, 152
attribute, 78
generation, 81, 86
styling, 169
tag, 77
whitespace rules, 169

HTTP (HyperText Transfer Protocol), 151, 189–190, 195
header, 189, 191
method, 158, 190, 191
request, 152, 156, 189
response, 190
status code, 192, 195

HyperText Markup Language. *See*
HTML (HyperText
Markup Language)

HyperText Transfer Protocol. *See*
HTTP (HyperText
Transfer Protocol)

I

i variable, 47
id attribute, 166, 169
if keyword, 19, 26, 76
image, 182
img (HTML tag), 78, 165, 166
in operator, 44, 52, 98, 100
indentation, 22, 49
indexOf method, 51, 83
infinite loop, 69
inherit method, 123
inheritance, 115–116, 122, 125–128
.ini file example, 147–149
inner function, 31, 54, 56
innerHTML property, 165
input (HTML tag), 157, 159
insertBefore method, 168
instanceof operator, 126
interface, 94, 101, 106, 110, 130
 design, 36, 37, 53, 102, 134
 composability, 135
 layering, 135
object, 134

invalid input, 63
invoking functions, 17, 33, 35, 37
isA method, 126
isImage function, 165
isNaN function, 19, 27
isTextNode function, 165

J

Java, 6
JavaScript, 6
 availability of, 2, 162
 console, 68
 flexibility of, 6
 syntax, 14
 trying out, 7
 versions of, 6
 weaknesses of, 6, 100, 130
JavaScript Object Notation (JSON),
 194–195
join method, 48, 88
jQuery, 137
JSON (JavaScript Object Notation),
 194–195

K

keyCode property, 177
keydown event, 177, 185
keypress event, 177
keyup event, 177
keyword, 16

L

lastChild property, 164, 166
lastElement function, 65, 66
left style, 171
length property, 43, 46, 59, 62
less-than (<) operator, 13
less than or equal to (≤)
 operator, 13
lexical scoping, 31–32, 73, 91
library, 137
Lichen type, 118
LichenEater type, 119

`LifeLikeTerrarium` type, 115
load event, 180
local variable, 31
location property, 154
logical operators, 14
loop body, 21
looping, 5, 20–23
termination, 23

M

`makeAdder` function, 35
manager, 3
`map` function, 76, 91, 131
`match` method, 143
`Math` object, 61
`max` function, 17, 61
media type, 195
memory, 4, 9
message box, 17
`metaKey` property, 177
`method`, 48, 94, 112
`method` function, 108
`method` method, 123
MIME, 195
`min` function, 17, 61
minus sign (-), 11, 13, 27
mix-in (inheritance), 127
`mixInto` function, 127
module, 129–137
modulo operator (%), 11, 23
`mousedown` event, 176
`mousemove` event, 176
`mouseout` event, 176
`mouseover` event, 176
`mouseup` event, 176
multiple inheritance, 127, 128
multiple returns, 59
mutability, 43, 45

N

namespace pollution, 61, 98, 131
naming, 4, 36
`NaN` value, 19, 27, 64
`navigator` object, 161
`negate` function, 74
negation, 14

nested functions, 31
`new` operator, 54, 95, 123
newline, 12, 49
`nextSibling` property, 164
`node.js`, 6
`nodeName` property, 165
`nodeType` property, 165
`nodeValue` property, 165
`normalizeEvent` function, 178
`not (!)` operator, 14
`not equal to (!=)` operator, 14
`not precisely equal to (!==)` operator, 26
`null` value, 26, 43, 143
`Number` function, 19, 25, 56
`Number` type, 10–11
numbers
 digital, 80
 precision of, 10, 79–81

O

`Object` type, 43, 96
object-oriented programming, 93–128
objects, 43–46, 93–128
 comparing, 55
 design, 104
 identity, 45
 literal, 43
 as modules, 133
 for named arguments, 136
 property, 43
obscenity filter example, 146
`onreadystatechange` property, 192
`op` object, 90
`open` method, 153, 191, 192
operator, 11, 13–14, 28, 90
optional argument. *See* argument organization (of code), 129
OS X, 177

P

`p` (HTML tag), 78
`pageX` property, 176
`pageY` property, 176
paradigm shift, 93

paragraph, 49
parameter, 17
parentheses, ()
 for applying functions, 17, 33–34
 for grouping, 11, 142
parentNode property, 164
partial application, 91
partial function, 91
percent sign (%), as modulo
 operator, 11, 23
PI constant, 61
plus sign (+), 11, 12, 27, 142
Point type, 103, 183
polymorphism, 114, 116
pop method, 48
pop-up blocker, 153
position style, 171
POST (HTTP method), 158, 190
pow function, 61
power function, 30, 35–37
pre (HTML tag), 169
precedence, 11, 14
precisely equal to (==) operator, 26
premature optimization, 38
preventDefault method, 178
previousSibling property, 164
print function, 18, 60, 169
privacy, 153
private property, 110
program, 14, 19, 30
 nature of, 2, 79–81
 size, 79–81
programmer error, 63
programming
 analogy for, 2, 79–81
 client-side, 153
 difficulty of, 2
 history of, 1, 3
 joy of, 3
 language, 2, 3, 5
 server-side, 153, 195
prompt function, 18
properties method, 98, 99
property, 43–45, 96
 access, 43
 assignment, 43
 deletion, 44
 enumerability, 62, 100
propertyIsEnumerable method, 100
protocol, 151
prototype, 96–98, 115, 124
Prototype (library), 137
prototype pollution, 98
prototype property, 96, 123
provide function, 133
pseudo-array, 59, 91, 164. *See also* array
pure function, 37, 84
push method, 48
PUT (HTTP method), 190

Q

query string (URL), 156
quotation marks ("), 12, 44, 87, 140

R

rabbit example, 94–98
raise (exception), 66
random function, 113
randomElement function, 114
randomInteger function, 113
range function, 47, 60
readyState property, 192
recipe, 71
recluse, 77–81
record (data structure), 57
recursion, 33, 37–39, 84
reduce function, 75
refactoring, 52
RegExp type, 146
registerEventHandler function, 175
regular expressions, 139–149
 alphanumeric characters in, 140–141
 boundaries, 141
 case sensitivity, 142
 character sets, 140
 grouping, 142
 line boundary, 141
 matching, 143
 repetition, 142
 replacing, 144
 syntax, 139–143
 whitespace, 140
word boundary, 141

relatedTarget property, 176
relative URL, 157
removeChild method, 168
removeEventListener method, 175
removeHandler function, 179
renderFile function, 90
renderHTML function, 88
repetition, avoiding of, 36, 116, 126
replace method, 87, 144
replaceChild method, 168
requestObject function, 191
reserved words, 16
resize event, 180
response body, 190
responseText property, 191
responseXML property, 193
return keyword, 30, 31, 58, 95
return value, 17, 30
returnValue property, 178
round function, 37, 61
run-time error, 63, 64

S

sandboxing, 153, 154, 190
scientific notation, 10
script (HTML tag), 7, 131, 154
scroll event, 180
scrollLeft property, 176
scrollTop property, 176
search method, 139
security, 153, 154, 194
select (HTML tag), 157
self variable, 108, 117
semicolon (;), 14, 23
send method, 191, 192
server, 151
set (data structure), 45
setAttribute method, 167
 setDate method, 55
 setFullYear method, 55
 setHours method, 55
 setInterval method, 156
 setMinutes method, 55
 setMonth method, 55
 setRequestHeader method, 192
 setSeconds method, 55

setTimeout method, 155
shiftKey property, 177
shortcut evaluation, 28, 39
side effect, 15, 17, 37, 45, 53, 84
simpleHttpRequest function, 195
simulation, 102, 109, 115, 120
sin function, 61
slice method, 50
Sokoban, 181–187
 levels, 181–182
 SokobanField type, 183
 SokobanGame type, 185
spellcheck example, 135
spinning node example, 171
split method, 49, 82
sqrt function, 61
square brackets, []
 for accessing properties, 43,
 44, 47
 for arrays, 46, 47
 in regular expressions, 140
square function, 29
square root, 61
Square type, 182
src property, 166, 182
srcElement property, 176
stack, 33
 overflow, 33, 38
 unwinding of, 66
standard environment, 17
startsWith function, 50
state, 15, 21–23
statement, 14, 21
status property, 192
statusText property, 192
stop method, 178
stopPropagation method, 178
String function, 19, 37
String type, 12, 48
Stroustrup, Bjarne, 78
StupidBug type, 106
style property, 170
style sheets, 169–172
submit event, 180
submit method, 159
subtype, 123
sum function, 61, 73, 75, 92

`sup` (HTML tag), 89

supertype, 123

switch keyword, 24

T

tag function, 86

tan function, 61

target property, 176

tentacle (variable analogy), 16, 25

ternary operator, 76

terrarium, 102–122

- action object, 106

- bug object, 106

- Terrarium type, 106

test method, 141

testing, automated, 70

text adventure example, 125–128

text input, 18, 157

text node, 164

- content of, 165

- distinguishing, 165

textual data, 12

this variable, 94, 95, 108

threading, 174, 192

throw keyword, 66, 67

time zone, 56

timer, 155

`toLowerCase` method, 48

`top` style, 171

top-level variable, 31, 131

`toString` method, 62, 96, 103, 107,

- 111, 114

`toUpperCase` method, 48

trigonometry, 61, 171

true, 13

try keyword, 67, 68

type, 9, 13

- checking, 64

- conversion, 26, 27

`typeof` operator, 13

U

unary operator, 13

`undefined` value, 25, 30, 31, 35, 43

unhandled exception, 68

Unicode, 13, 177

Universal Resource Locators

- (URLs), 152, 156, 191

`unregisterEventHandler` function, 175

unwinding the stack, 66

URLs (Universal Resource Locators), 152, 156, 191

V

value, 9

value property, 159

var keyword, 15, 31

variable, 4, 15, 21, 30. *See also*

- global variable

- model of, 16

- naming, 15, 16

- scope, 31, 34, 108

variadic function, 60

W

Web, the, 6, 151–153, 189

Web browser, 2, 7, 190

- detection, 161

- events, 173–187

- incompatibility, 160, 166

Weizenbaum, Joseph, 2

which property, 176

while loop, 5, 20, 26

width style, 172

wiki syntax, 79

window object, 132, 153

World Wide Web (WWW), 6,

- 151–153, 189

`write` method, 154

X

XML (eXtensible Markup Language), 193

`XMLHttpRequest` type, 191, 193

Y

Yahoo! User Interface (YUI), 137

Z

`zeroPad` function, 37