Development of Internet Applications

jQuery, TypeScript, LESS

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Why "extended" JavaScript

- Easy development and implementation
- Better compatibility and multiplatform operation
- Mature development concepts
- Available documentation
 - http://devdocs.io
- Support within develop tools
 - VS Code
 - http://www.jsfiddle.net/

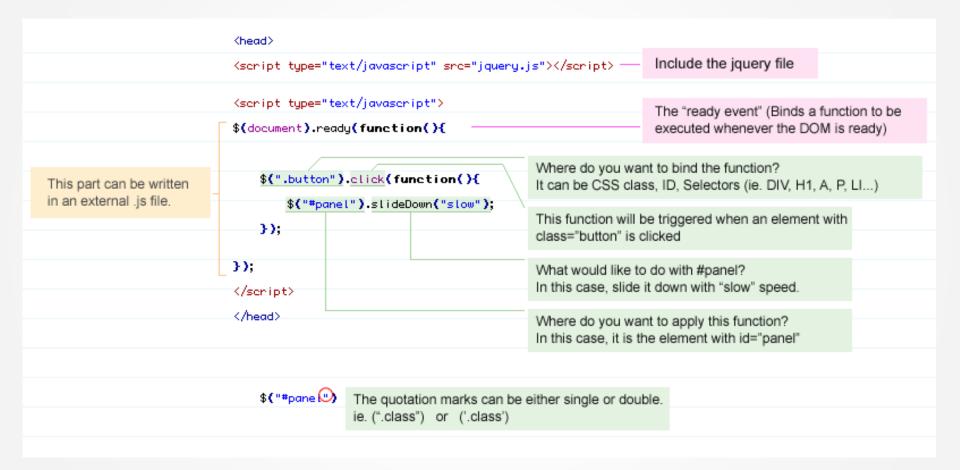
JavaScript frameworks

- They are JavaScript libraries which help with development of applications and make the work easier.
- The developer can be more focused on solving of problems, not on the optimization and debugging of the code for all web browsers.
- They are based on pure JavaScript and extend the objects, methods, etc. (by usage of prototype)
- Usually, there is a huge set of plugins that implements common features and functions (DOM modification, AJAX, photgallery, etc.)
- It also brings new concepts in development, operation and UI



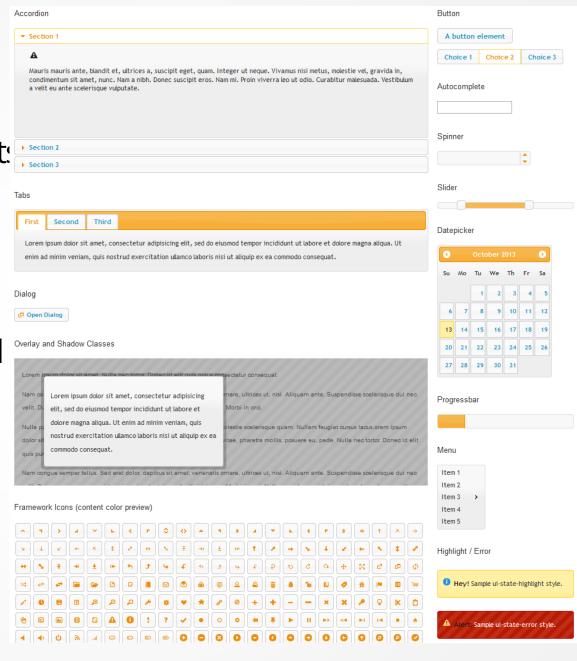
jQuery

- Javascript library
- Current version: 3.7.1 (1.4.1 IE 6,7,8, Migrate Plugin)
- Size: 250kB
- Basic syntax: function \$ or jQuery
 - Prototyping of the native Window object
- Main focus
 - Manipulation with DOM
 - Events
 - Animations
 - Communication (AJAX, JSON)
- Huge utilization of anonymous and nested functions
- Plugins and extensions



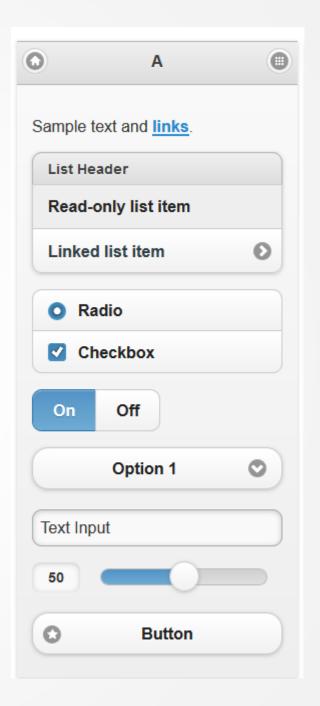
jQuery UI

- Extension of jQuery
- Interactive components
 of user interface,
 focused on complex
 web applications
- A huge set of control elements (incremental library)
- Templates for visualization



jQuery Mobile

- Extension of jQuery
- Based on jQuery UI
- Optimization of size and functionality on mobile devices
- Web application with universal look-and-feel across platforms
- Templates for visualization



Other UI frameworks

- ReactJS Material UI, Redux, Semantic UI
- Anglular.js
- Vue.js
- UlKit
- Foundation
- Bootstrap
- React Native
- Ionic
- Framework 7
- Apache Cordova

TypeScript

TypeScript

- The programming language by Microsoft transpiler to JavaScript
- Compiler/transpiler is necessary (integrated in VS)
- Many other IDE with TypeScript support (i.e. VS Code, WebStorm, Atom, Sublime Text, or Eclipse).
- "Every JavaScript code is TypeScript code as well"
- The output is always JavaScript code, however it is more effective and easier way of development (VS Code)
- Optimization, minification, etc.
- There is no influence on performance during operation it is still pure JavaScript
- Syntax and constructions based on ECMAScript 6+
- Integration and utilization within different environments and approaches

What can TypeScript offer

- Static data types
- Classes and inheritance
- Modules/namespaces
- Interfaces
- Generic data types
- Covariation and contravariation polymorphism
- Duck-typing is applied the interface is determining
- And more else... (destructuring assignment, const, for .. of, ...)
- Asynchronous paradigm

What can IDE offer thanks to TypeScript

- IntelliSence for own code, javascript libraries and DOM
- Highlighting of warnings and errors
- Refactoring
- Go To Definition and Find All References
- Repository of definition libraries- https://github.com/borisyankov/DefinitelyTyped
- https://code.visualstudio.com/docs/typescript/typescript-compiling

TypeScript

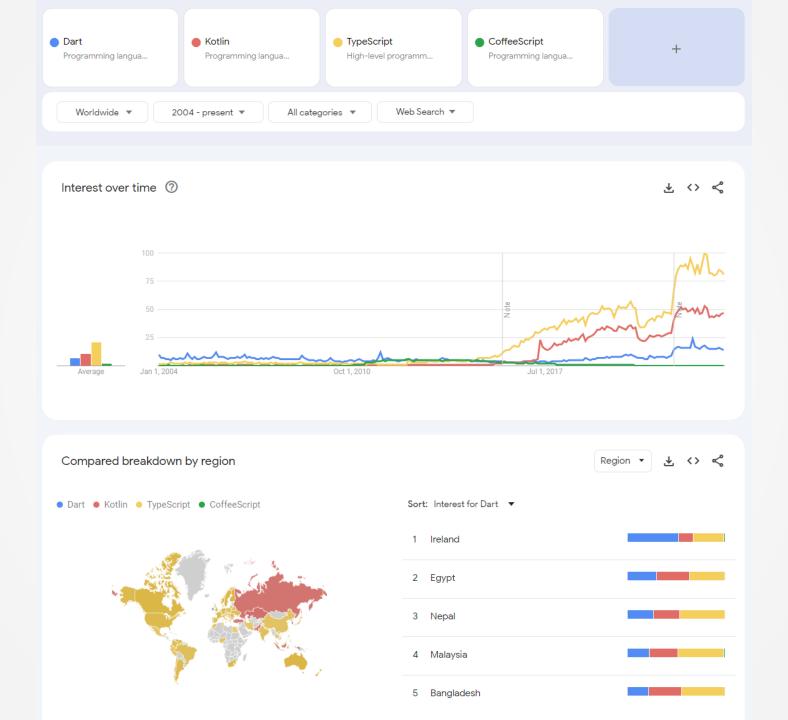
```
filed ts - Microsoft Visual Studio - Experimental Instance
                                                                                         Quick Launch (Ctrl+Q)
           VIEW PROJECT BUILD DEBUG TEAM SQL
                                                                        ARCHITECTURE ANALYZE
                                                                                                 WINDOW HELP
                                                          TOOLS
                                                            - Publish:
  0 - 0 6 - 4 4 7 - C - ▶ Attach.. - 0
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                                                              - p (variable)
     // Interface
                                                                            var Shapes;
   minterface IPoint {
                                                                            (function (Shapes) (
                                                                                var Point = (function () (
         getDist(): number;
                                                                                    function Point(x, y) {
                                                                                        this.x = x;
     // Module
                                                                                        this,y = y;
   -module Shapes {
                                                                                    Point.prototype.getDist = function () {
                                                                                        return Math.sqrt(this.x * this.x * thi
         // Class
         export class Point implements IPoint {
                                                                                    Point.origin - new Point(0, 0);
            // Constructor
                                                                                    return Point;
             constructor (public x: number, public y: number) { }
                                                                                1)():
             // Instance member
                                                                                Shapes.Point = Point;
             getDist() { return Math.sqrt(this.x * this.x + this.y * th
                                                                            })(Shapes || (Shapes = {}));
                                                                            var p = new Shapes.Point(3, 4);
             // Static member
             static origin = new Point(0, 0);
                                                                            var dist = p.getDist();
                                                                            var ost = "asfd";
     // Local variables
     var p: IPoint = new Shapes.Point(3, 4);
     var dist = p.getDist();
     var ost = "asfd";
                                                                           100 % + 1
100 % - 4
Find Results 1 Command Window Output Package Manager Console Error List
Ready
```

Other "transpilers"

- Opal input language is Ruby
- Kotlin/JS relation to Java, Swift (Objective-C), Java
 VM
- PureScript inspired by Haskel (functional programming language)
- CoffeeScript inspired by Ruby, Python, Haskel
- Dart inspired by C, multiplatform compilation (JS, WebAssembly, Dart Native)
- https://hackernoon.com/10-more-typescript-alternatives



Why "extended" CSS

- Easy development and implementation
- Mature development concepts
- Better compatibility and multiplatform operation
- Easy to learn
- Support within develop tools



Less

- CSS preprocesor from special syntax to output in pure CSS
- "CSS code is still LESS code"
- Improving development and sustainability
- Compilation can be performed in several environments
- Features
 - Variables
 - Mixins
 - Nesting of elements
 - Math operations
 - Functions
 - Imports
- http://lesscss.org/

SASS/SCSS

- CSS preprocesor
- Originally syntax based on "indentation"
- Now based on CSS syntax (SCSS) CSS is SASS
- Support for compilation in different languages
- Features
 - Variables
 - Mixins
 - Nesting of elements
 - Math operations
 - Functions
 - Imports
- https://sass-lang.com/

LESS vs. SASS

{ Comparison }

```
LESS (@)
                                                                SASS ($)
                   @plainRed: #ff0000;
                                                                 SplainRed: #ff0000:
   Variables
                   @softBlue: #bce7f3;
                                                                 SsoftBlue: #bce7f3;
                    fluidBox
                                                                emixin fluidBox[
                         width: 50%;
                                                                      width: 50%;
     Mixins
                         box-sizing: border-box;
                                                                      box-sizing: border-box;
                    .rounded(@radius: 5px){
                                                                @mixin rounded($radius: 5px){
                         -webkit-border-radius: @radius;
                                                                      -webkit-border-radius: Sradius;
Parametric Mixins
                         -moz-border-radius: @radius;
                                                                      -moz-border-radius: Sradius;
                         border-radius: @radius;
                                                                      border-radius: $radius;
                   lighten(#ff0000, 10%);
                                                                lighten(#ff0000, 10%);
   Functions
                   Saturate(#ff0000, 20%);
                                                                Saturate(#f f0000, 20%);
                    #header {
                                                                 #neader{
                         width: (@headerW - 50) * 2;
                                                                      width: (SheaderW - 50) * 2;
   Operators
  Frameworks
                   LESSHat, LESS ELEMENTS
                                                                 COMPASS
 Language Base
                   Javascript (originally Ruby)
                                                                 Ruby
```

Other preprocessors

- Stylus
 - Syntax based on original SASS, "indentation"
 - Relation to node.js family
 - www.stylus-lang.com
- PostCSS
 - More transformer than preprocessor
 - Applying various rules and overrides to existing CSS
 - Based on JavaScript
 - www.postcss.org
- styled-components, Compass, ...