Writing JavaScript efficiently

Writing JavaScript efficiently

To develop effectively JavaScript applications require editing tools such as syntax highlighting, auto-completion, or folders management, etc. .. There are many code editors that are more or less relevant for JavaScript. We will give you some tools that JavaScript developers typically use.

The JavaScript editors that we will present you are not the only ones. You should choose the one you feel the most comfortable with. Of course depending on your activity, some editors may be better than other ones. For example, Java developers may prefer to use Eclipse because they use it for their Java projects. Conversly, Eclipse is an heavy editor which is not necessary for those who do not need all its features.

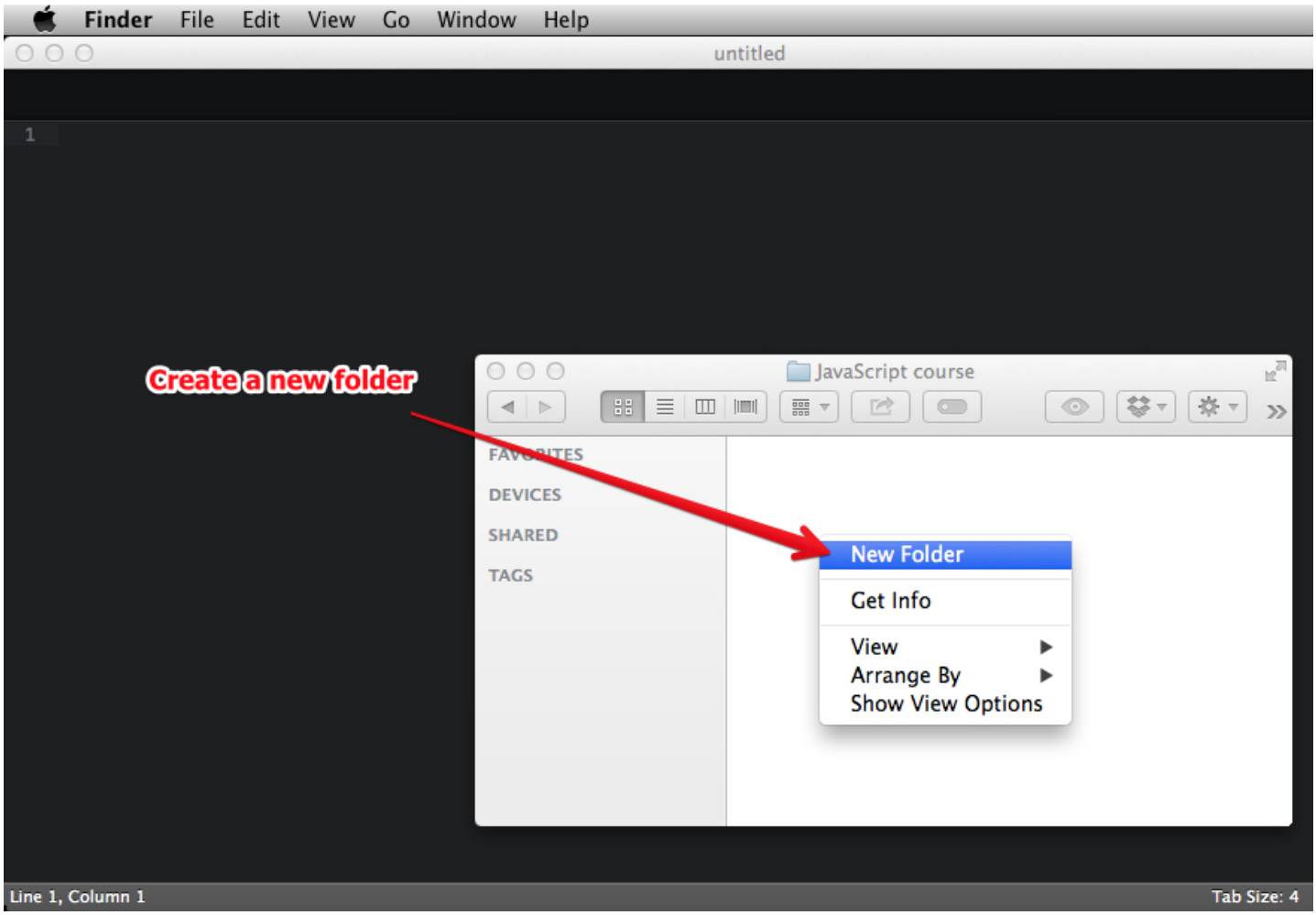
For this course, you do not need a lot of features such as versioning tools or compilators etc... If you do not have chosen your JavaScript editor yet, maybe a lightweight one should be a good idea for starting with JavaScript. Conversly, if you prefer to use an editor which is not mentioned here, please do not hesitate to use the forum to explain your choice.

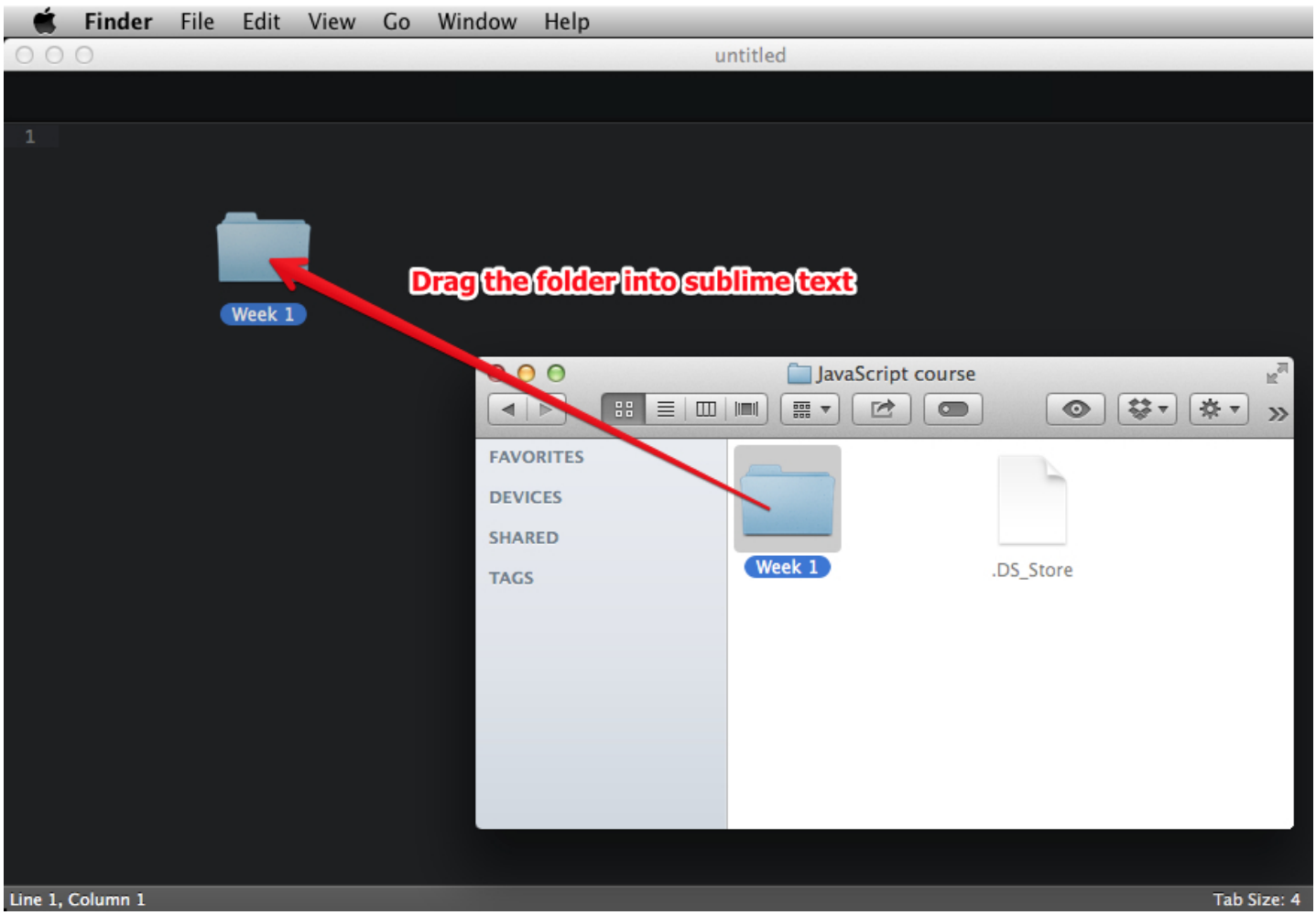
Therefore, we will present you the following editors:

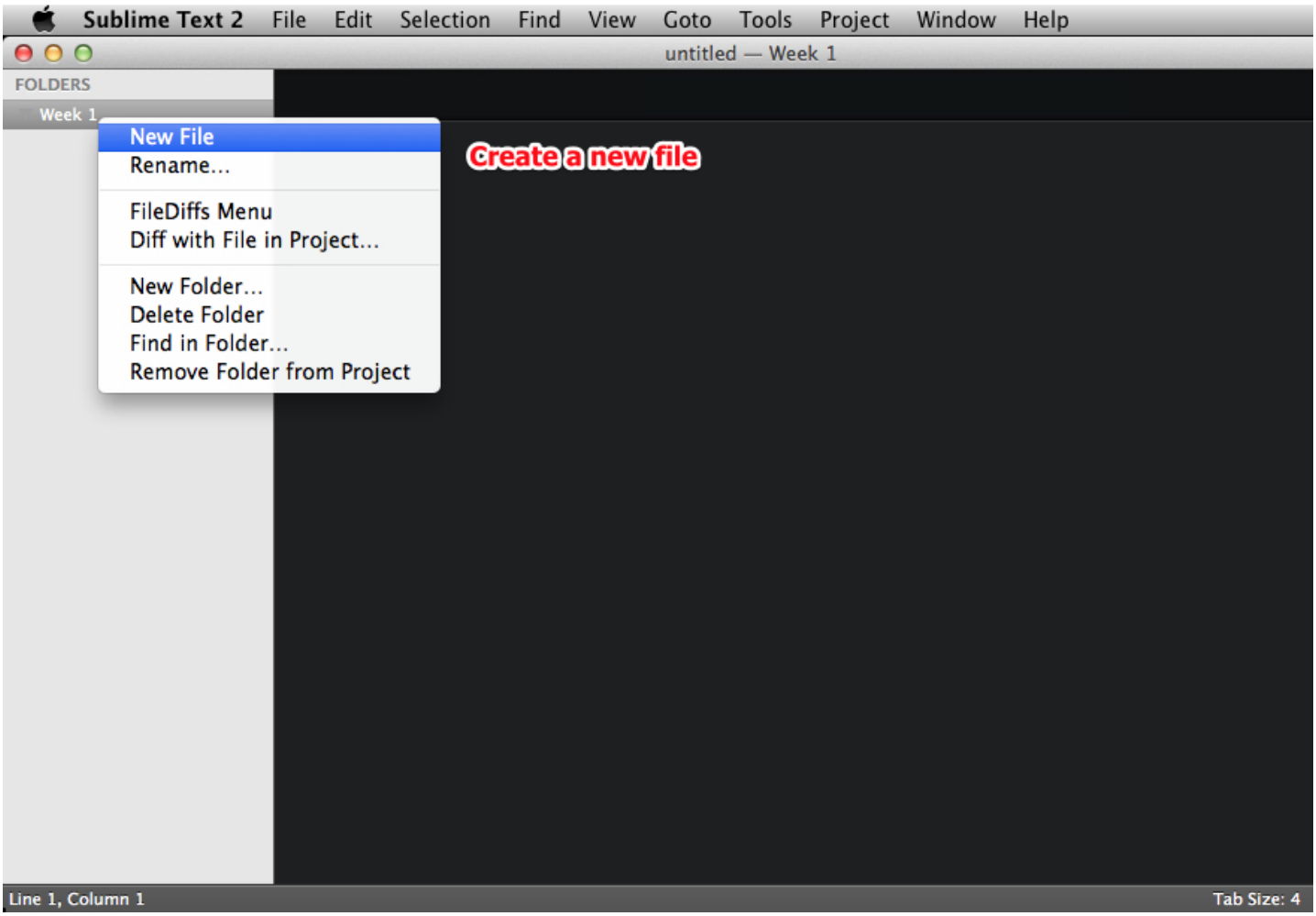
- Sublime Text 2
- Chrome developer tools (yes, it can be used as an editor)
- Jetbrains WebStorm

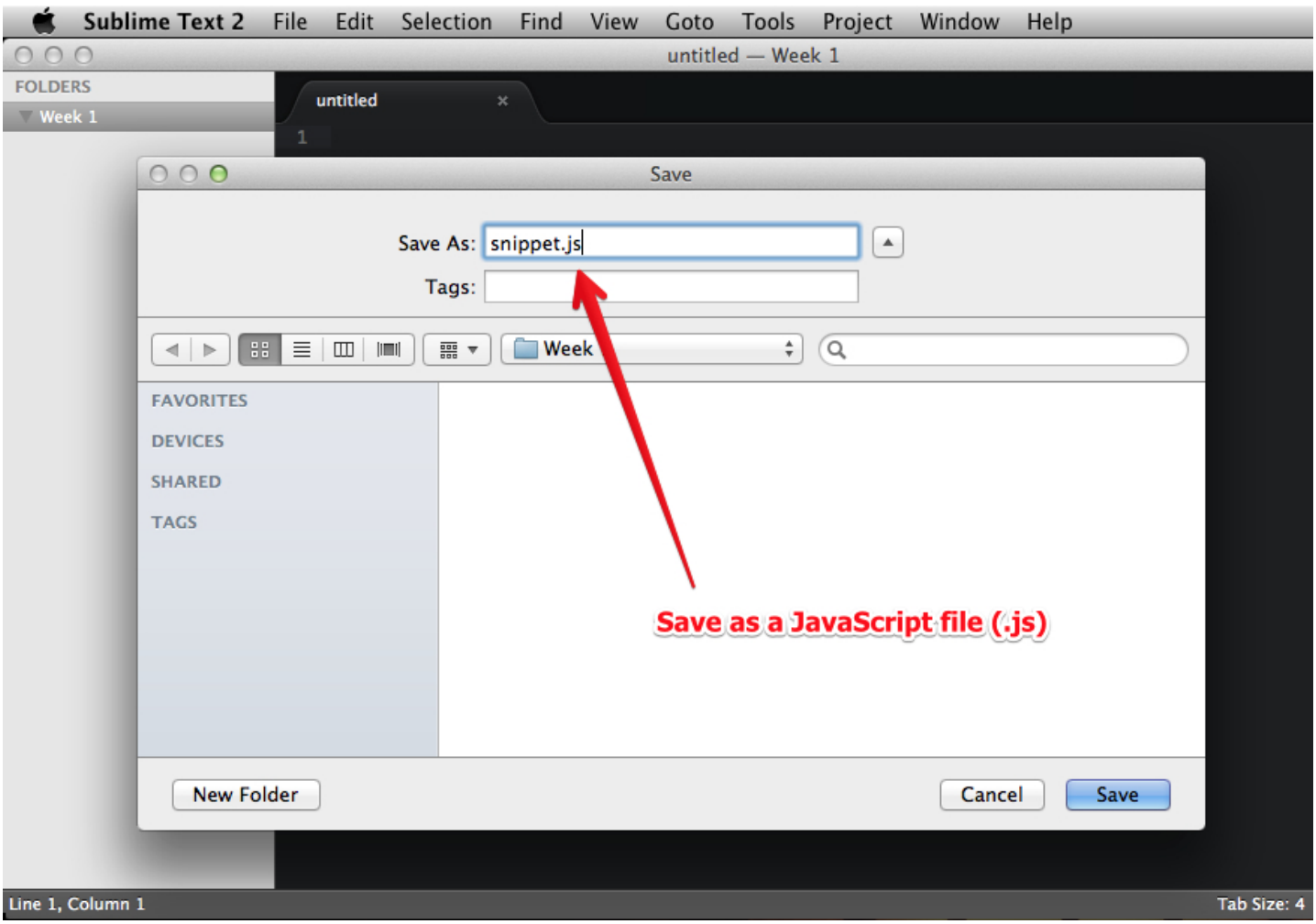
We are not going to present you some tools such as Notepad++ which are not bad but incomplete in comparison with the above editors.

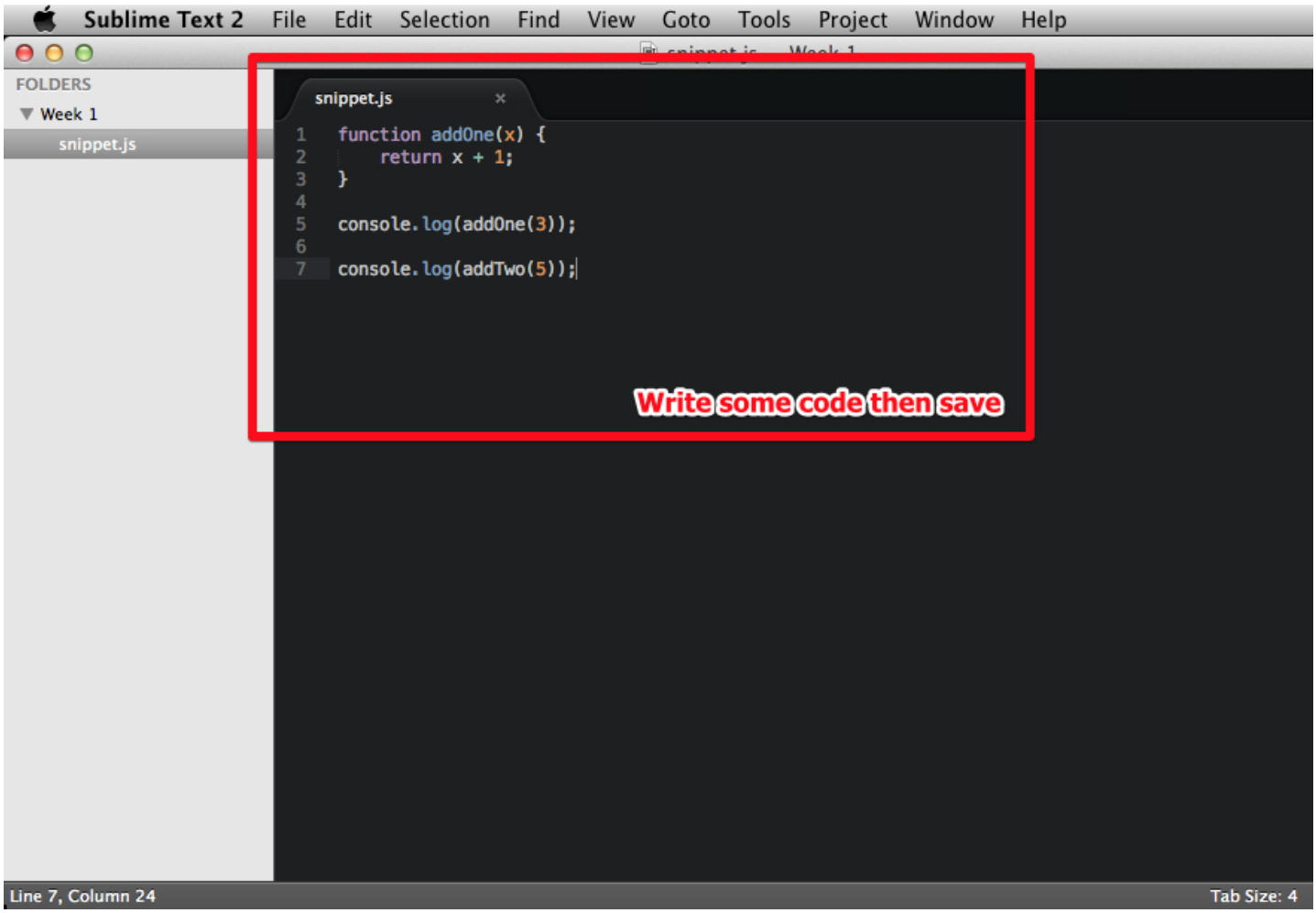
Sublime Text 2

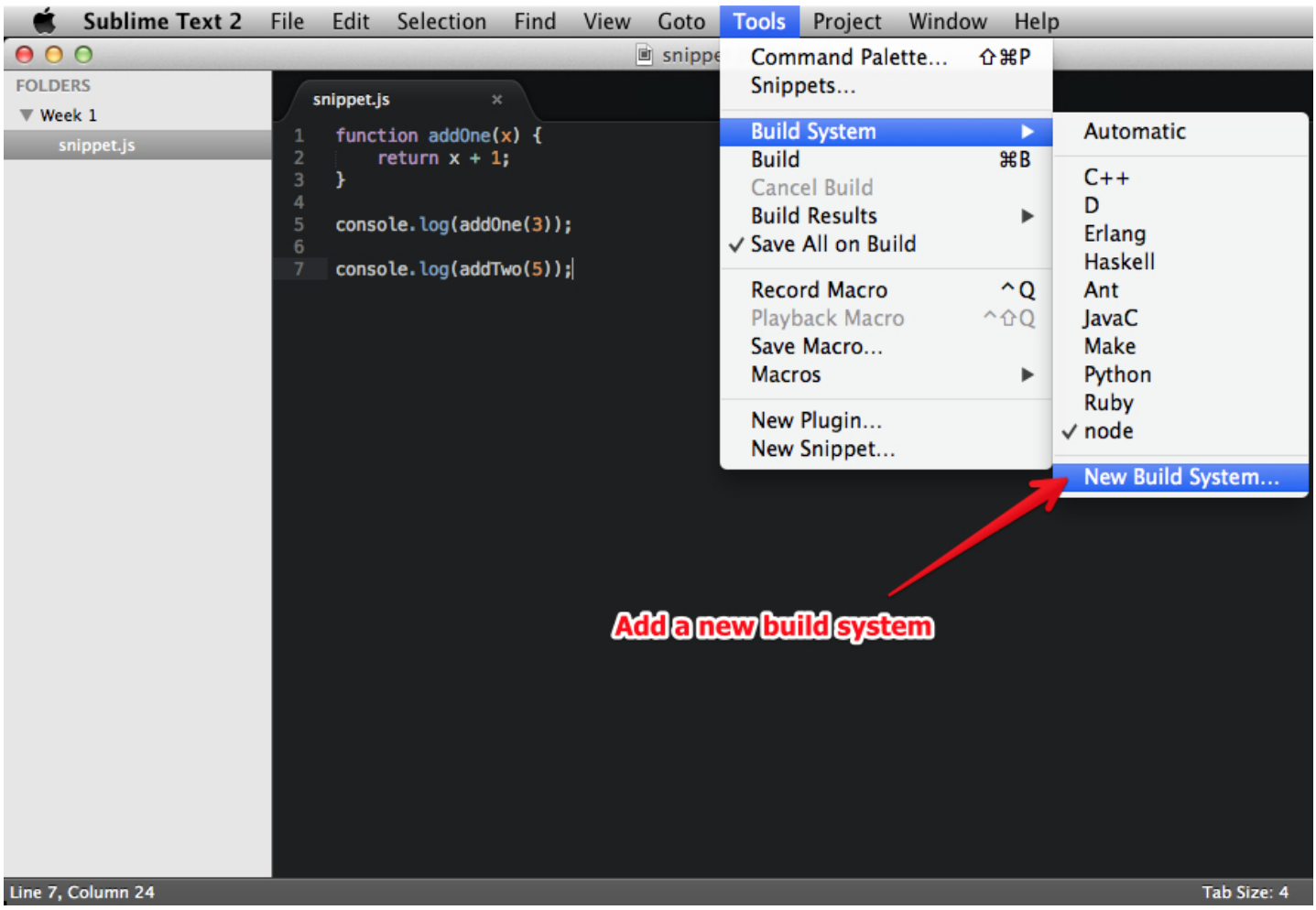

Finder File Edit View Go Window Help
untitled
1
Create a new folder
JavaScript course
FAVORITES
DEVICES
SHARED
TAGS
New Folder
Get Info
View
Arrange By
Show View Options
Line 1, Column 1
Tab Size: 4

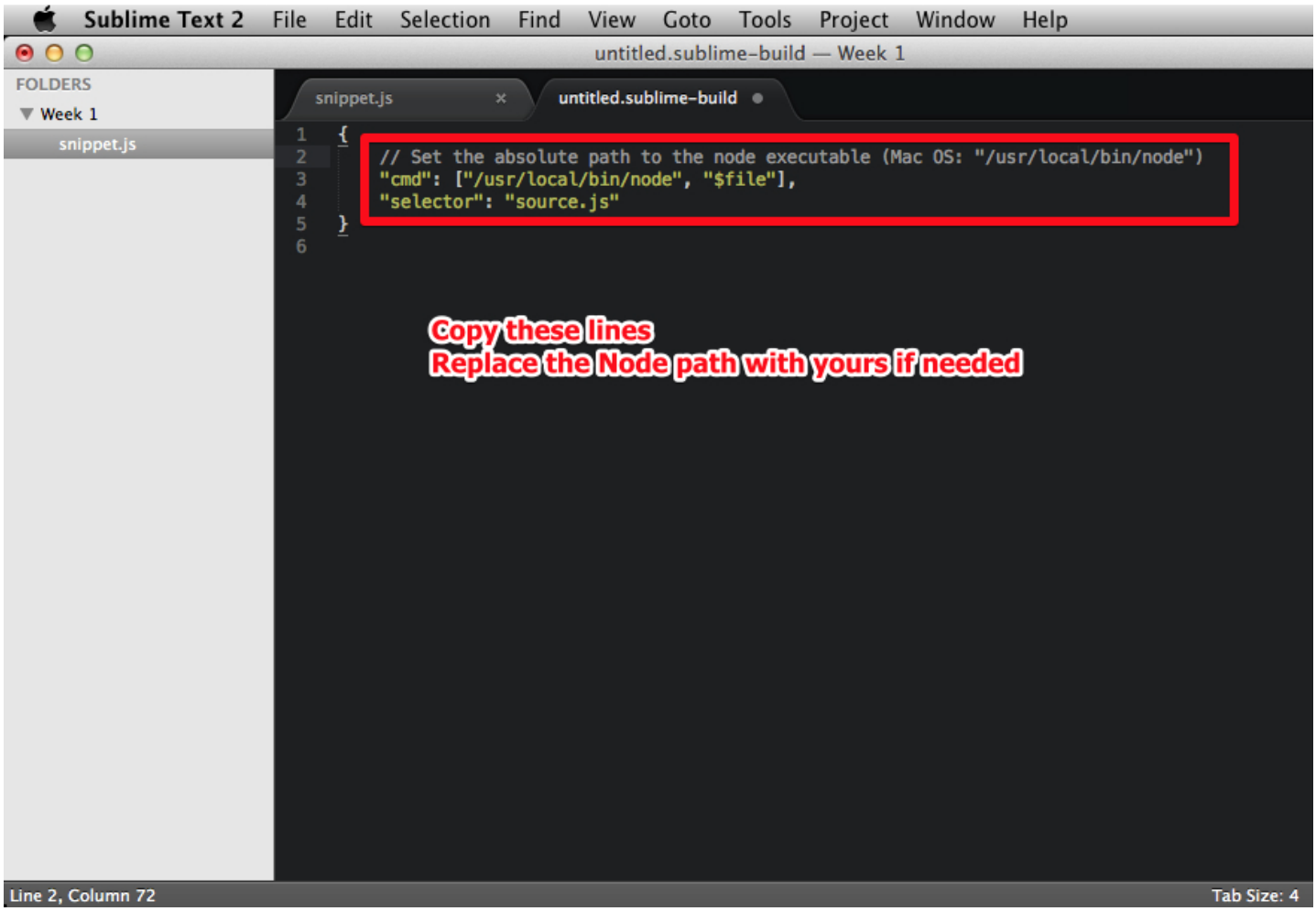

Finder File Edit View Go Window Help
untitled
1
Week 1
Drag the folder into sublime text
JavaScript course
FAVORITES
DEVICES
SHARED
TAGS
Week 1
.DS_Store
Line 1, Column 1
Tab Size: 4

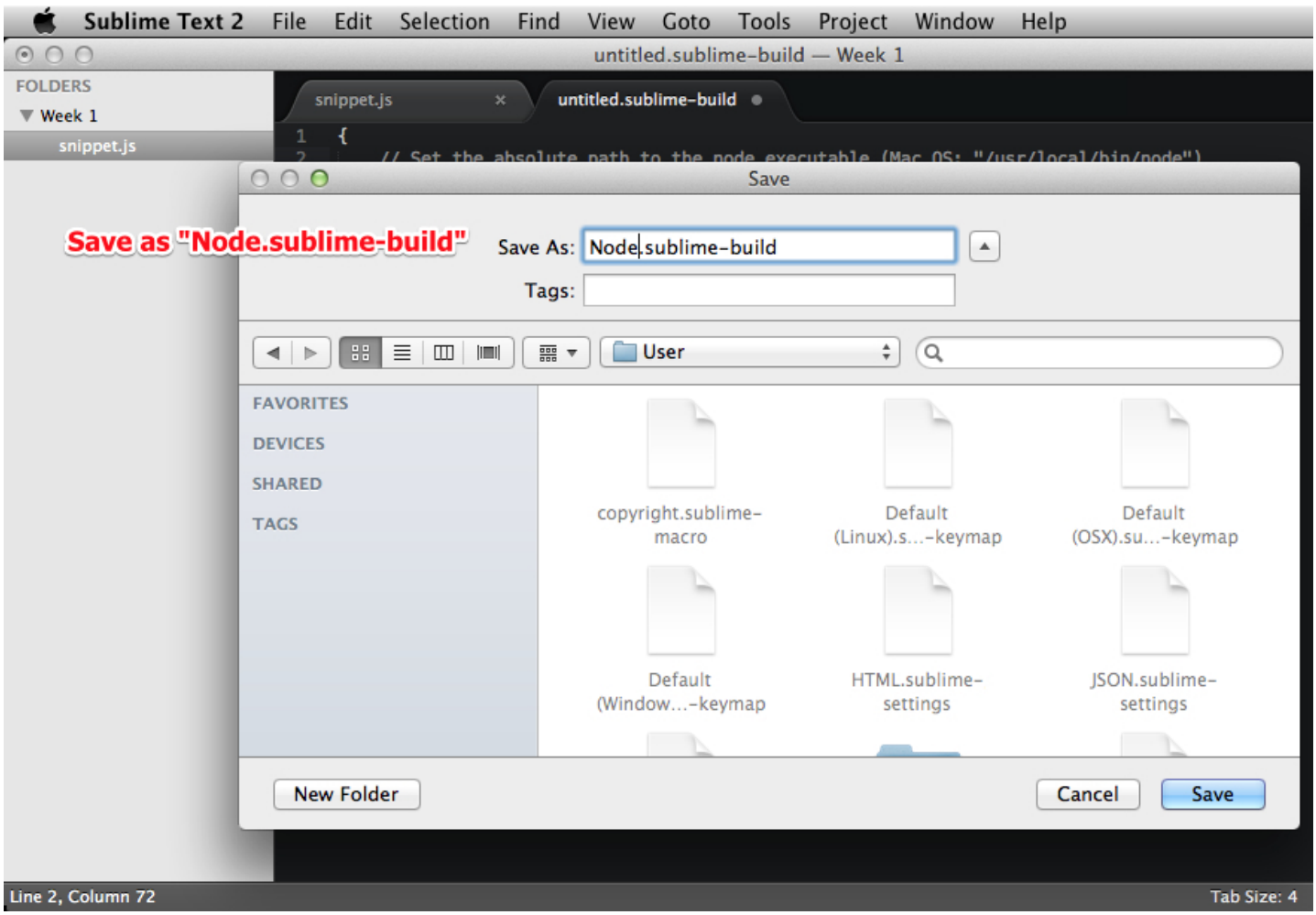

Sublime Text 2 File Edit Selection Find View Goto Tools Project Window Help
untitled — Week 1
FOLDERS
Week 1
New File
Rename...
FileDiffs Menu
Diff with File in Project...
New Folder...
Delete Folder
Find in Folder...
Remove Folder from Project
Create a new file
Line 1, Column 1
Tab Size: 4

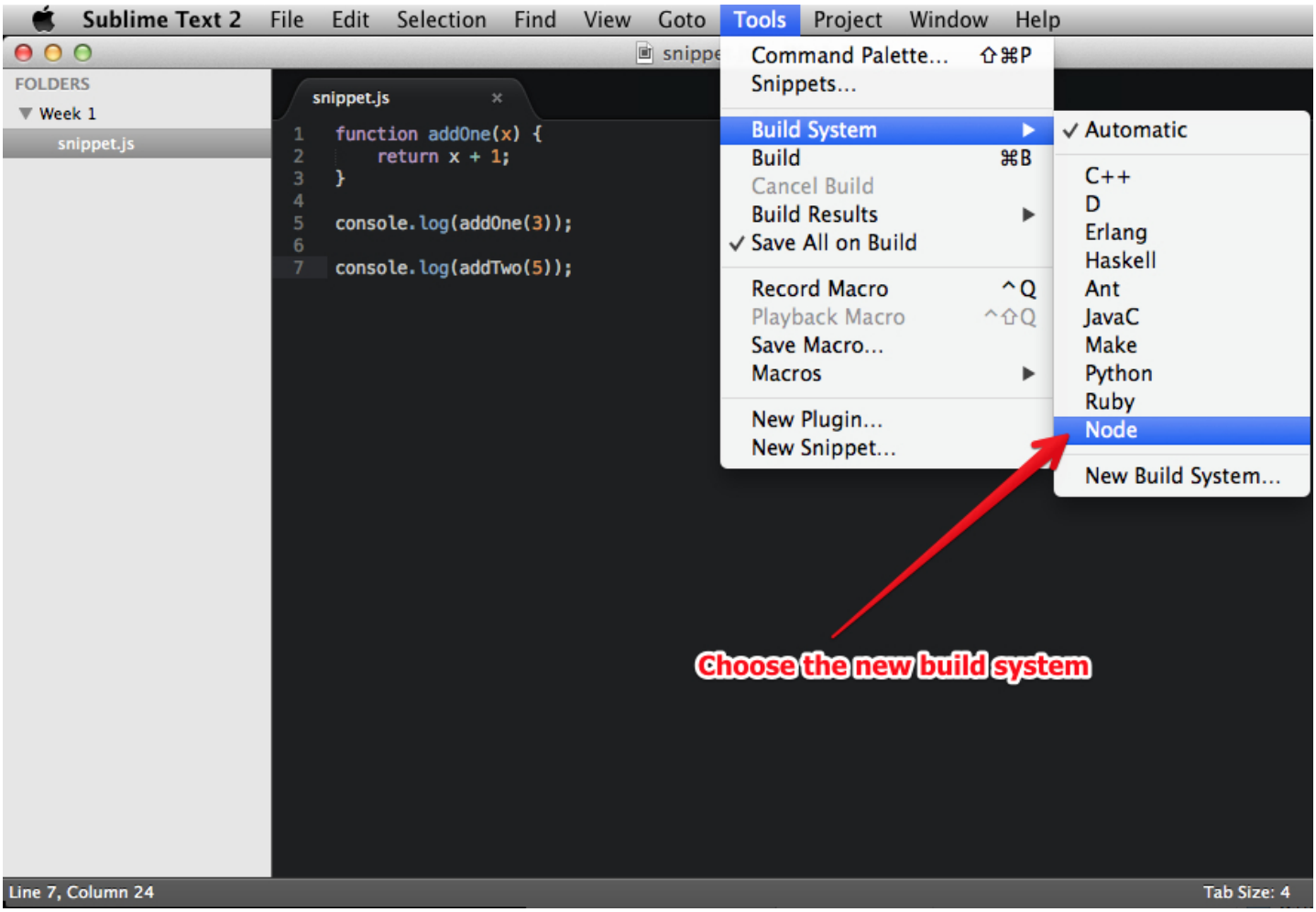

Sublime Text 2 File Edit Selection Find View Goto Tools Project Window Help
untitled — Week 1
FOLDERS
Week 1
untitled
1
Save
Save As: snippet.js
Tags:
Week
FAVORITES
DEVICES
SHARED
TAGS
Save as a JavaScript file (.js)
New Folder
Cancel
Save
Line 1, Column 1
Tab Size: 4

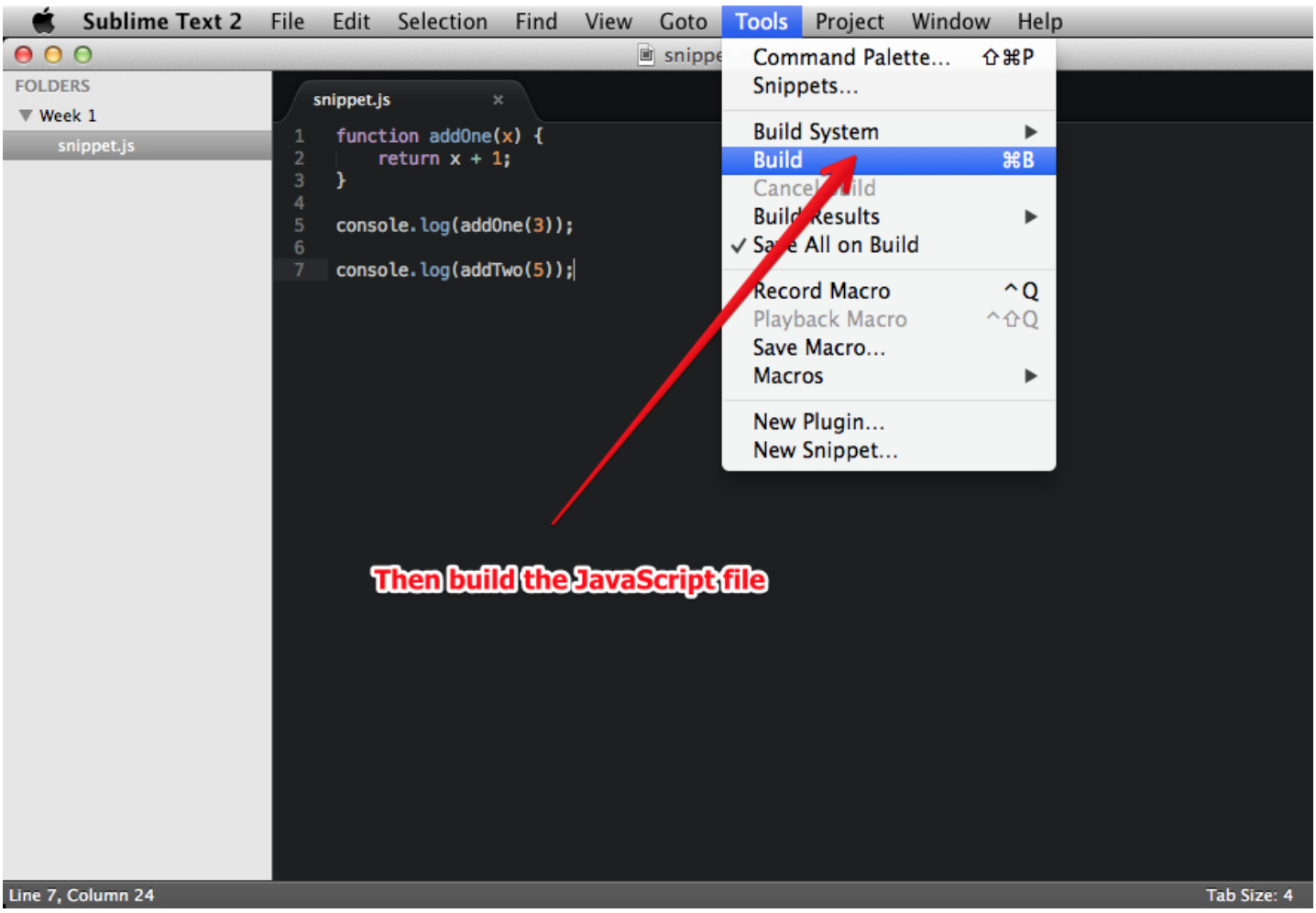

Sublime Text 2
File
Edit
Selection
Find
View
Goto
Tools
Project
Window
Help
FOLDERS
Week 1
snippet.js
snippet.js
1 function addOne(x) {
2 return x + 1;
3 }
4
5 console.log(addOne(3));
6
7 console.log(addTwo(5));
Write some code then save
Line 7, Column 24
Tab Size: 4

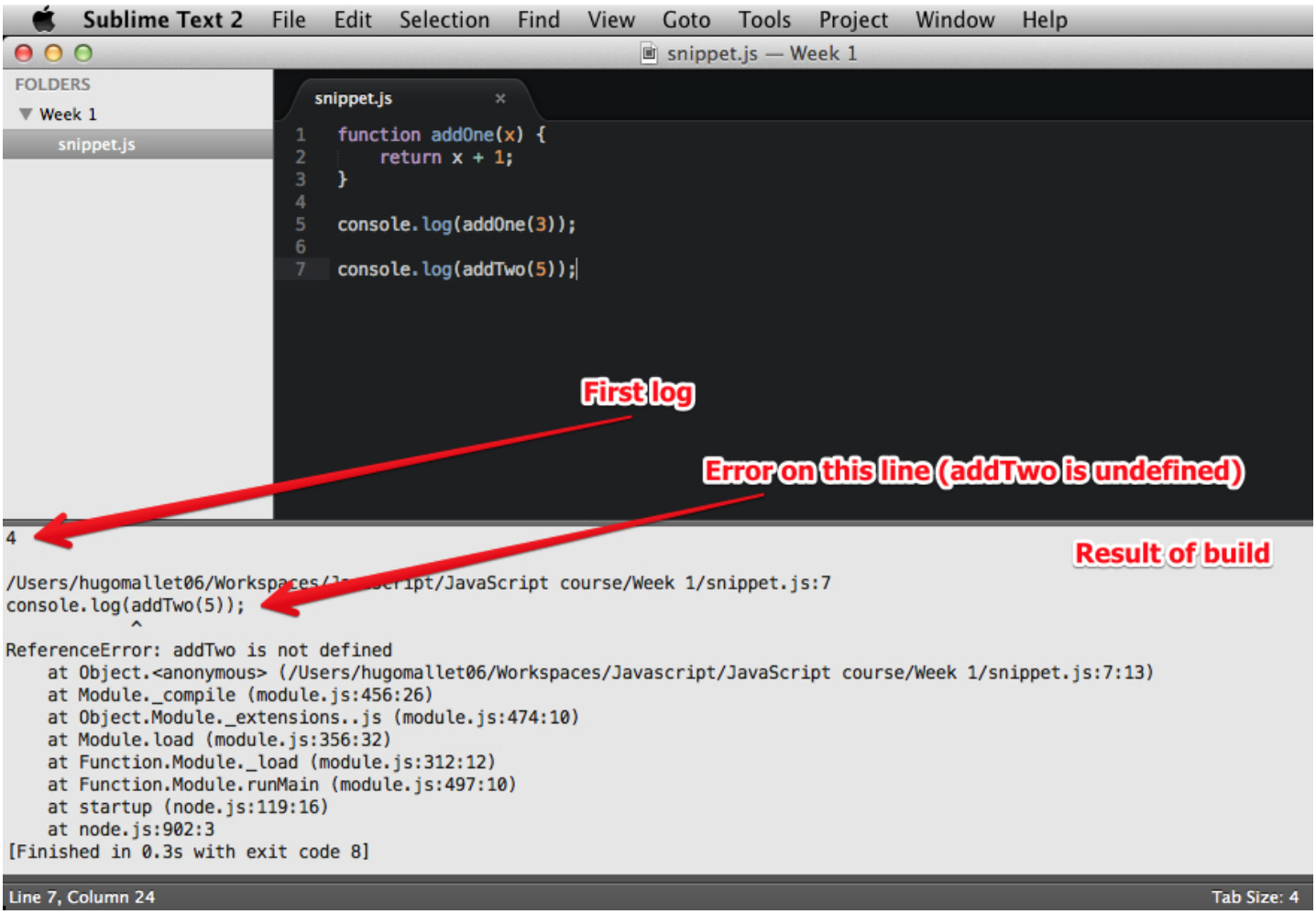

Sublime Text 2
File
Edit
Selection
Find
View
Goto
Tools
Project
Window
Help
FOLDERS
Week 1
snippet.js
snippet.js
1 function addOne(x) {
2 return x + 1;
3 }
4
5 console.log(addOne(3));
6
7 console.log(addTwo(5));
Command Palette... ⇧⌘P
Snippets...
Build System
Build ⌘B
Cancel Build
Build Results
Save All on Build
Record Macro ^Q
Playback Macro ^⇧Q
Save Macro...
Macros
New Plugin...
New Snippet...
Automatic
C++
D
Erlang
Haskell
Ant
JavaC
Make
Python
Ruby
node
New Build System...
Add a new build system
Line 7, Column 24
Tab Size: 4


Sublime Text 2 File Edit Selection Find View Goto Tools Project Window Help
untitled.sublime-build — Week 1
FOLDERS
Week 1
snippet.js
snippet.js
untitled.sublime-build
{
// Set the absolute path to the node executable (Mac OS: "/usr/local/bin/node")
"cmd": ["/usr/local/bin/node", "$file"],
"selector": "source.js"
}
Copy these lines
Replace the Node path with yours if needed
Line 2, Column 72
Tab Size: 4


Sublime Text 2 File Edit Selection Find View Goto Tools Project Window Help
untitled.sublime-build — Week 1
FOLDERS
Week 1
snippet.js
snippet.js
untitled.sublime-build
Save
Save as "Node.sublime-build"
Save As: Node.sublime-build
Tags:
User
FAVORITES
DEVICES
SHARED
TAGS
copyright.sublime-macro
Default (Linux).s...-keymap
Default (OSX).su...-keymap
Default (Window...-keymap
HTML.sublime-settings
JSON.sublime-settings
New Folder
Cancel
Save
Line 2, Column 72
Tab Size: 4

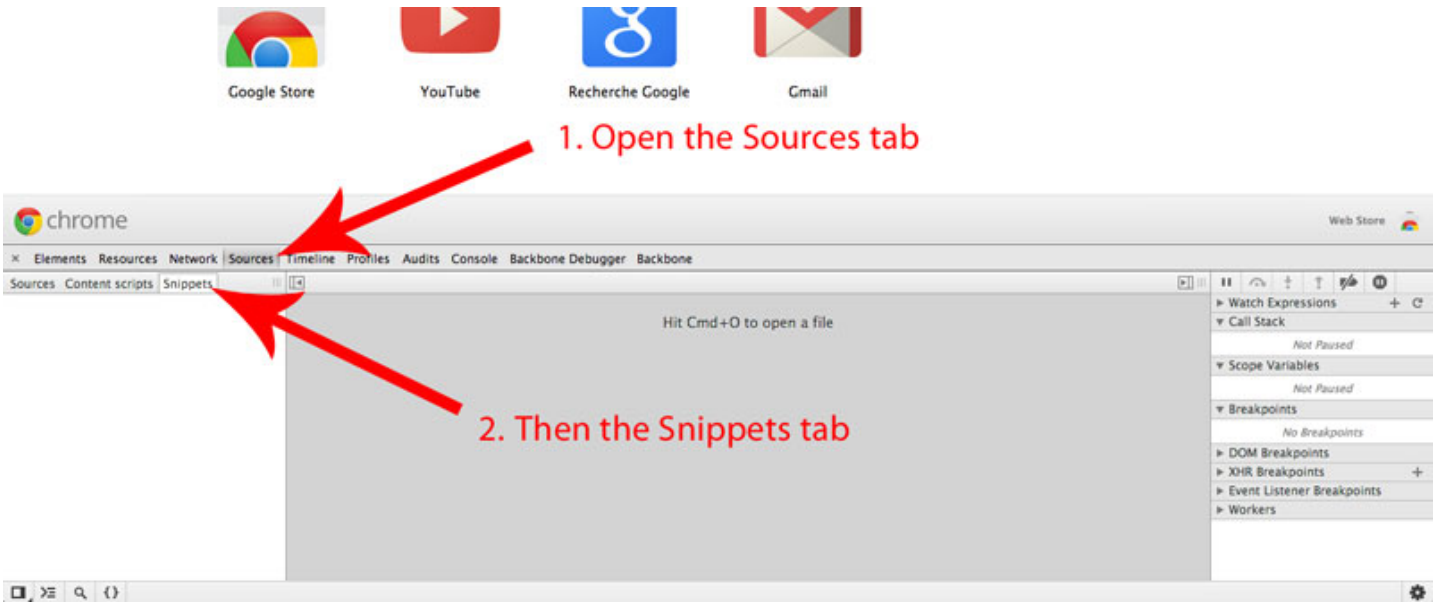

Sublime Text 2
File
Edit
Selection
Find
View
Goto
Tools
Project
Window
Help
FOLDERS
Week 1
snippet.js
function addOne(x) {
return x + 1;
}
console.log(addOne(3));
console.log(addTwo(5));
Command Palette... ⇧⌘P
Snippets...
Build System
Build ⌘B
Cancel Build
Build Results
Save All on Build
Record Macro ^Q
Playback Macro ^⇧Q
Save Macro...
Macros
New Plugin...
New Snippet...
Automatic
C++
D
Erlang
Haskell
Ant
JavaC
Make
Python
Ruby
Node
New Build System...
Choose the new build system
Line 7, Column 24
Tab Size: 4


Sublime Text 2
File
Edit
Selection
Find
View
Goto
Tools
Project
Window
Help
FOLDERS
Week 1
snippet.js
function addOne(x) {
return x + 1;
}
console.log(addOne(3));
console.log(addTwo(5));
Command Palette... ⇧⌘P
Snippets...
Build System
Build ⌘B
Record Macro ^Q
Playback Macro ^⇧Q
Save Macro...
Macros
New Plugin...
New Snippet...
Then build the JavaScript file
Line 7, Column 24
Tab Size: 4

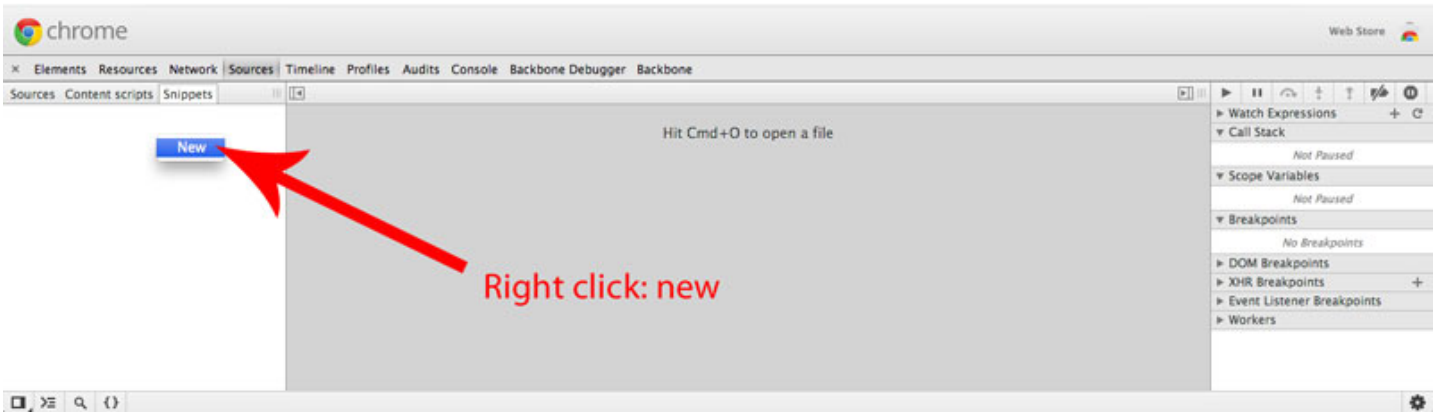


Chrome Developer Tools

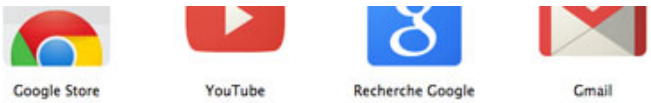
1. Open a new tab, then:

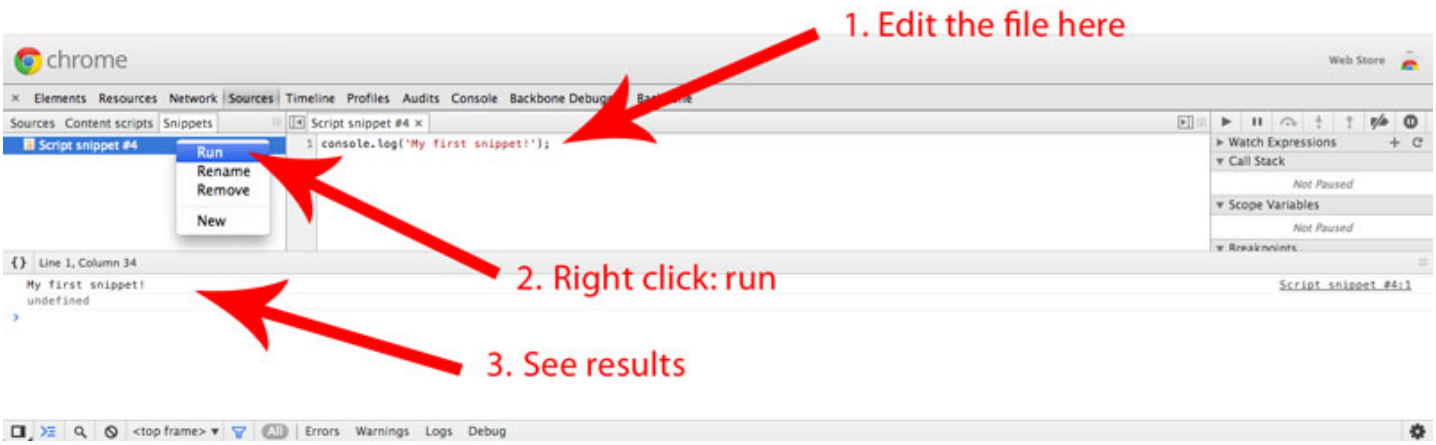


2. Add a new snippet:

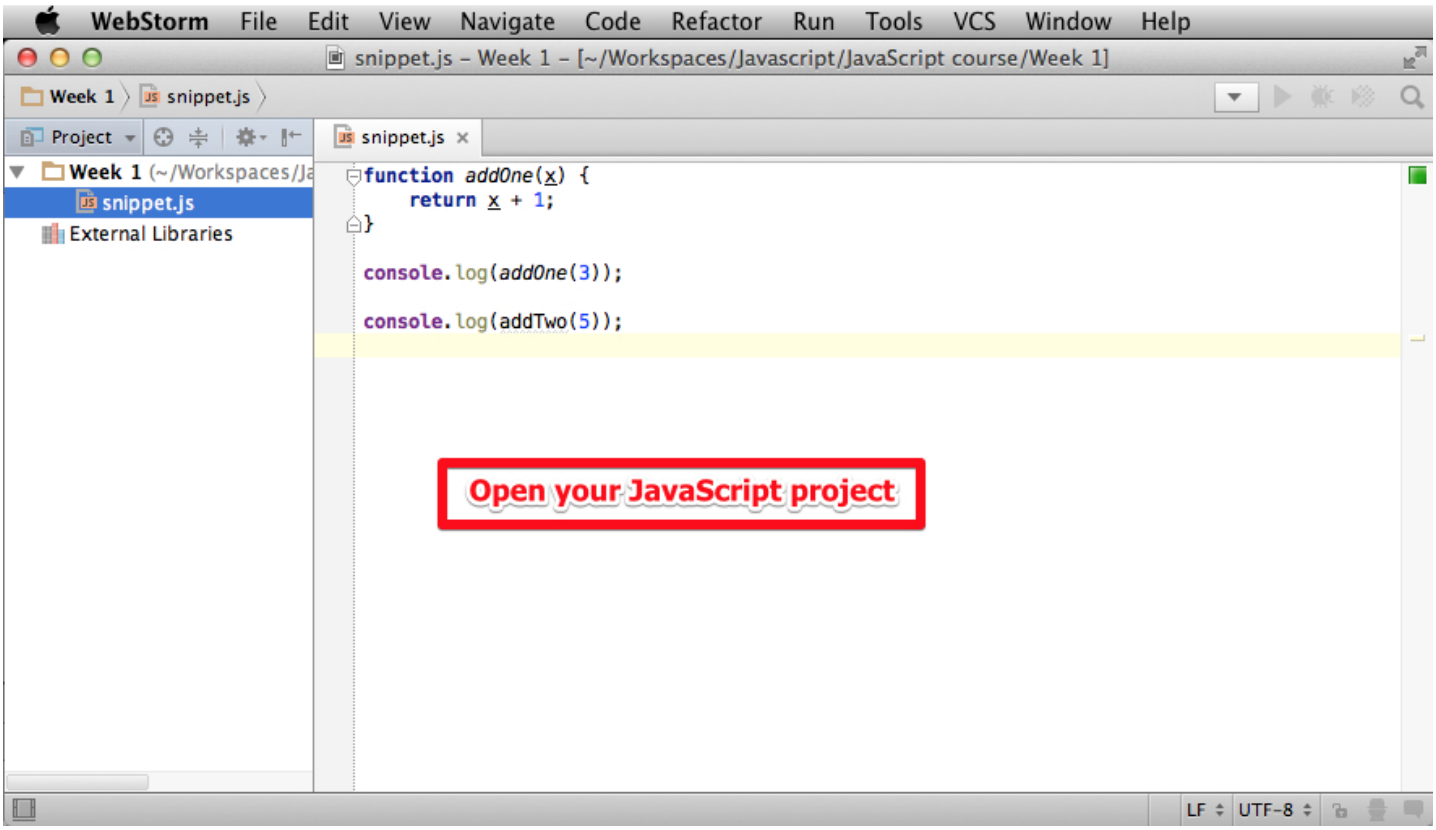


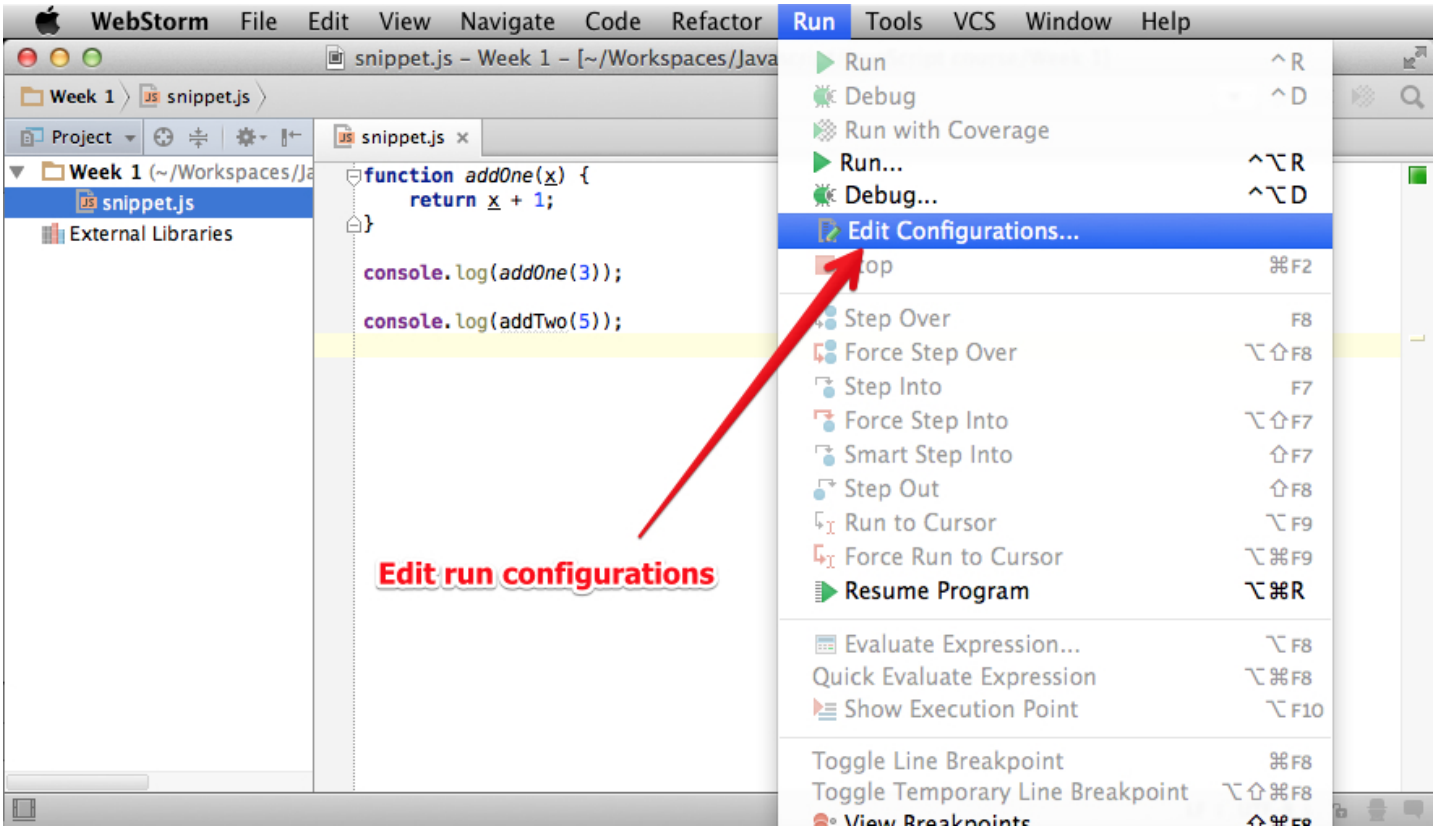
3. Edit and run:

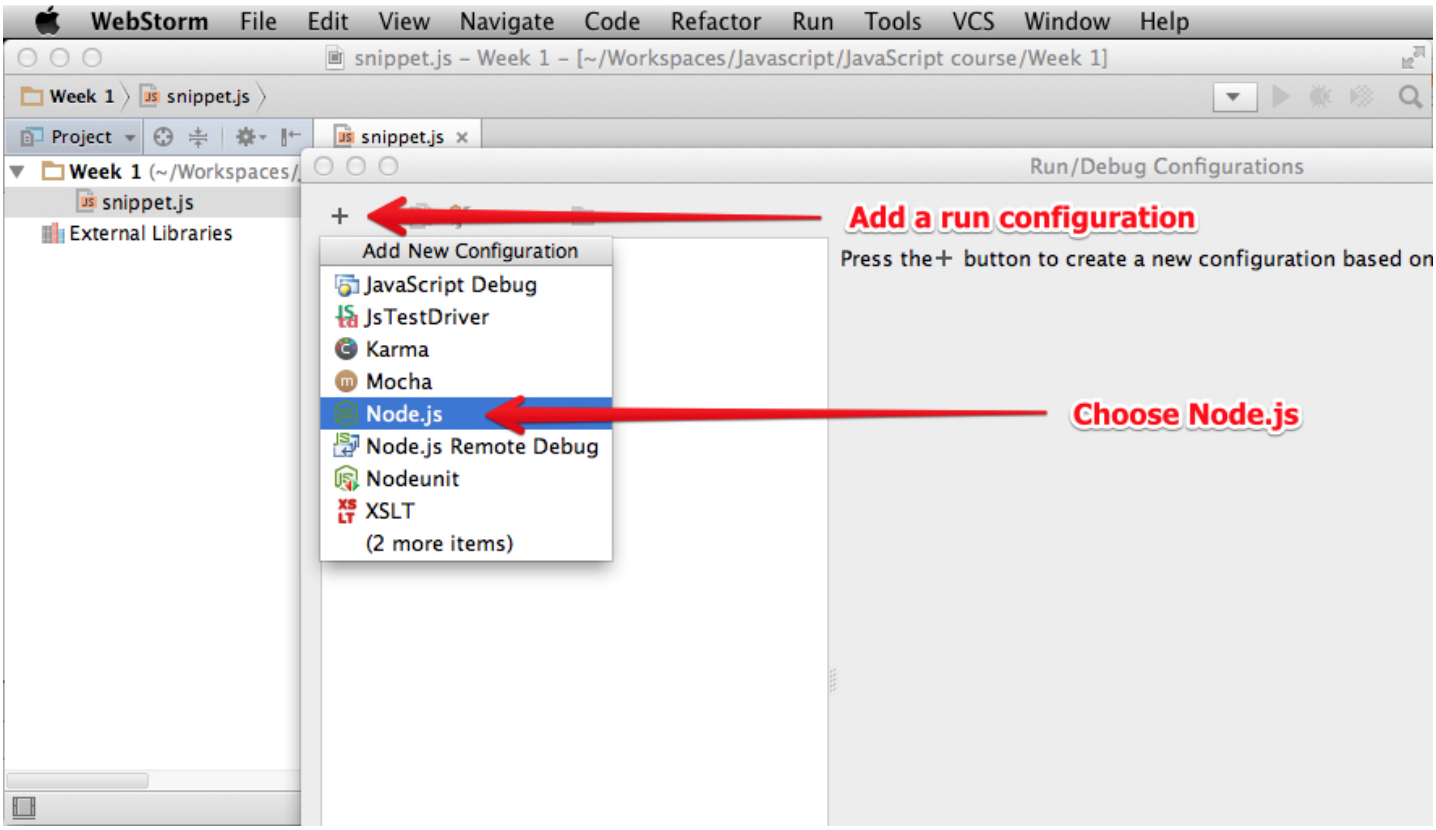


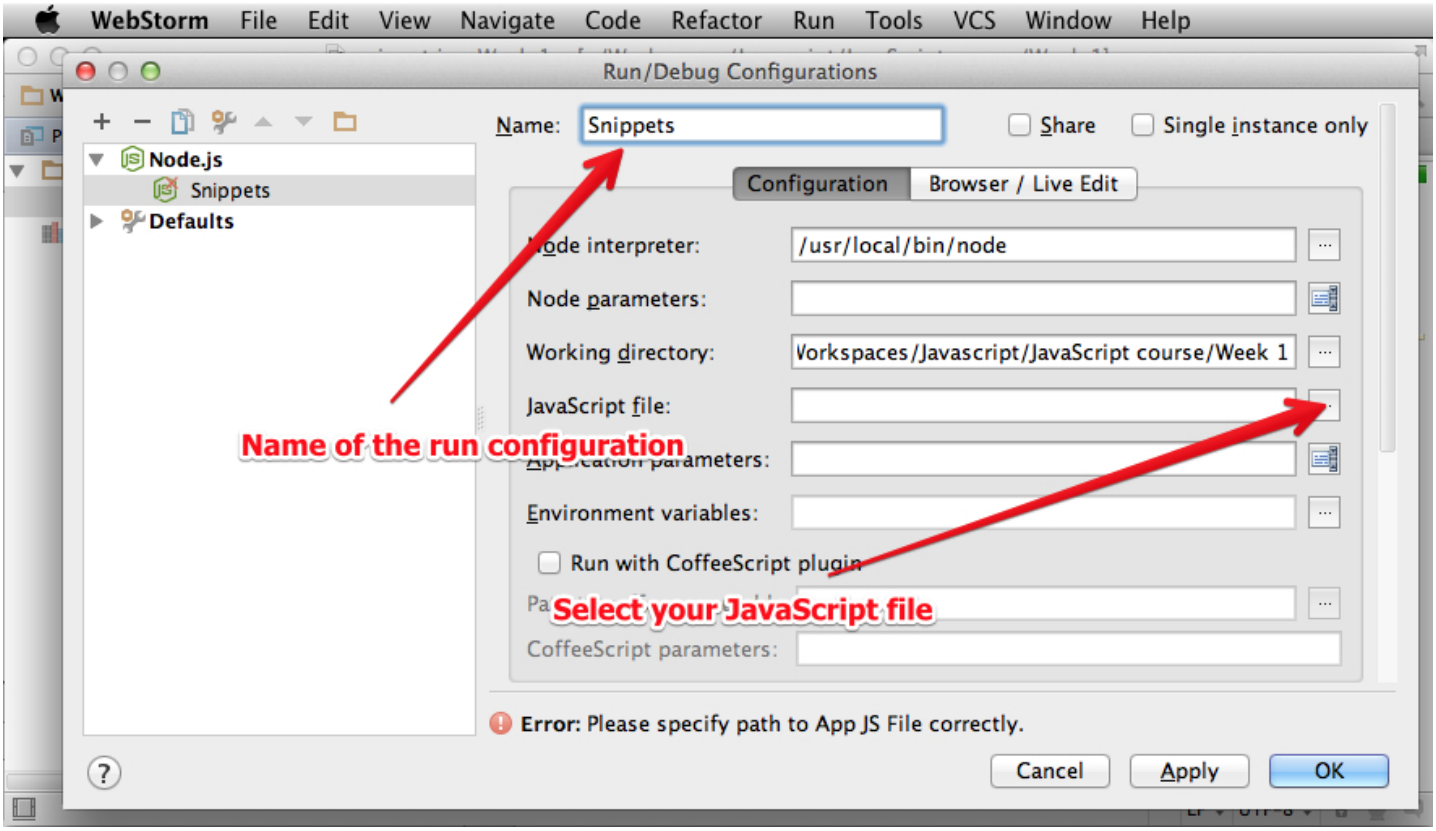


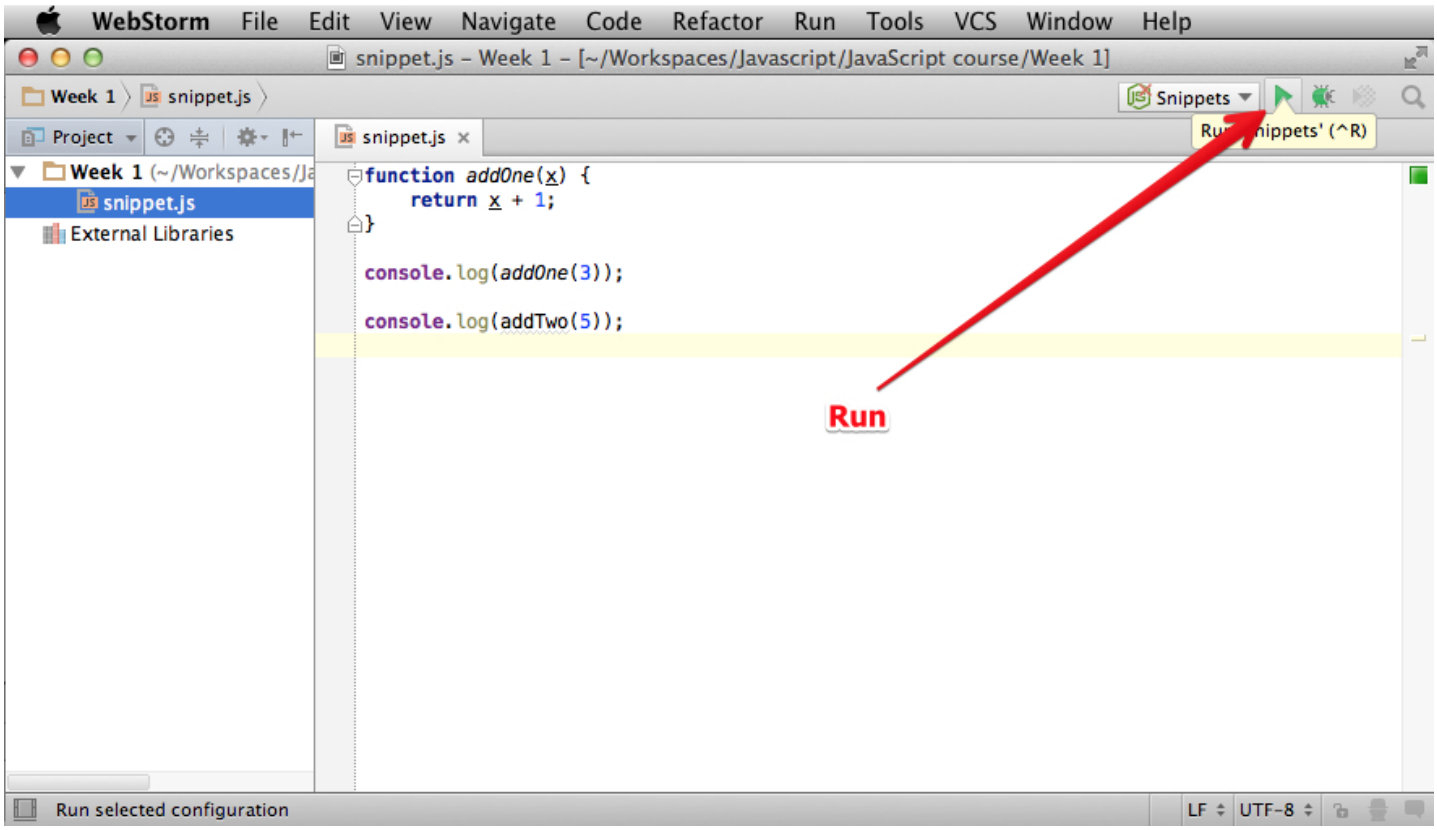
JetBrains WebStorm

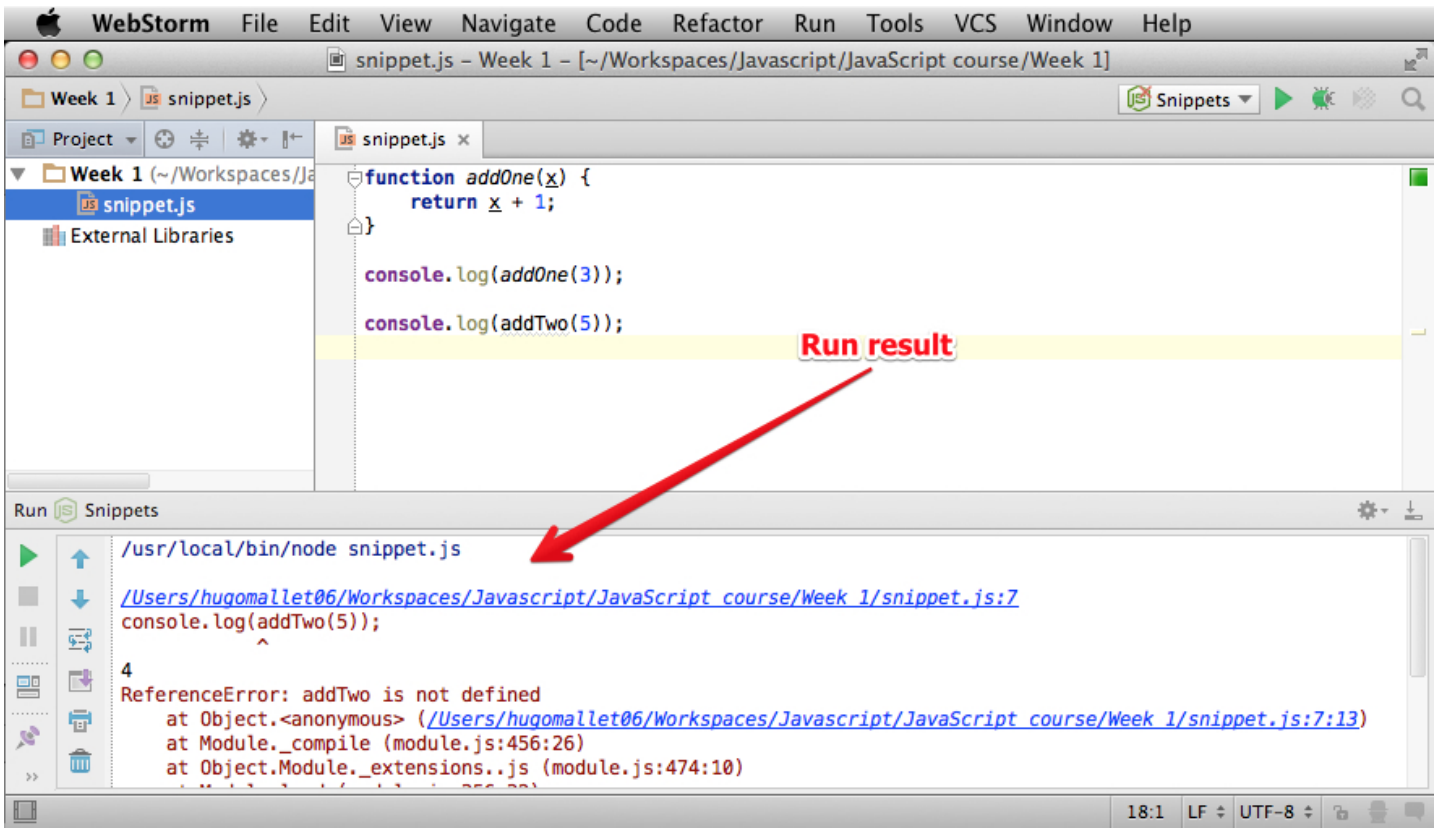

WebStorm File Edit View Navigate Code Refactor Run Tools VCS Window Help
snippet.js – Week 1 – [~/Workspaces/Javascript/JavaScript course/Week 1]
Week 1 snippet.js
Project
snippet.js
Week 1 (~/Workspaces/Ja
snippet.js
External Libraries
function addOne(x) {
return x + 1;
}
console.log(addOne(3));
console.log(addTwo(5));
Open your JavaScript project
LF
UTF-8


WebStorm File Edit View Navigate Code Refactor Run Tools VCS Window Help
Run
Debug
Run with Coverage
Run...
Debug...
Edit Configurations...
Step Over
Force Step Over
Step Into
Force Step Into
Smart Step Into
Step Out
Run to Cursor
Force Run to Cursor
Resume Program
Evaluate Expression...
Quick Evaluate Expression
Show Execution Point
Toggle Line Breakpoint
Toggle Temporary Line Breakpoint
Edit run configurations


WebStorm File Edit View Navigate Code Refactor Run Tools VCS Window Help
snippet.js – Week 1 – [~/Workspaces/Javascript/JavaScript course/Week 1]
Week 1 snippet.js
Project
snippet.js
Week 1 (~/Workspaces/
snippet.js
External Libraries
Run/Debug Configurations
Add a run configuration
Press the + button to create a new configuration based on
Add New Configuration
JavaScript Debug
JsTestDriver
Karma
Mocha
Node.js
Node.js Remote Debug
Nodeunit
XSLT
(2 more items)
Choose Node.js


WebStorm File Edit View Navigate Code Refactor Run Tools VCS Window Help
Run/Debug Configurations
Node.js
Snippets
Defaults
Name: Snippets
Share
Single instance only
Configuration
Browser / Live Edit
Node interpreter: /usr/local/bin/node
Node parameters:
Working directory: Vorkspaces/Javascript/JavaScript course/Week 1
JavaScript file:
Environment variables:
Run with CoffeeScript plugin
CoffeeScript parameters:
Name of the run configuration
Select your JavaScript file
Error: Please specify path to App JS File correctly.
Cancel
Apply
OK

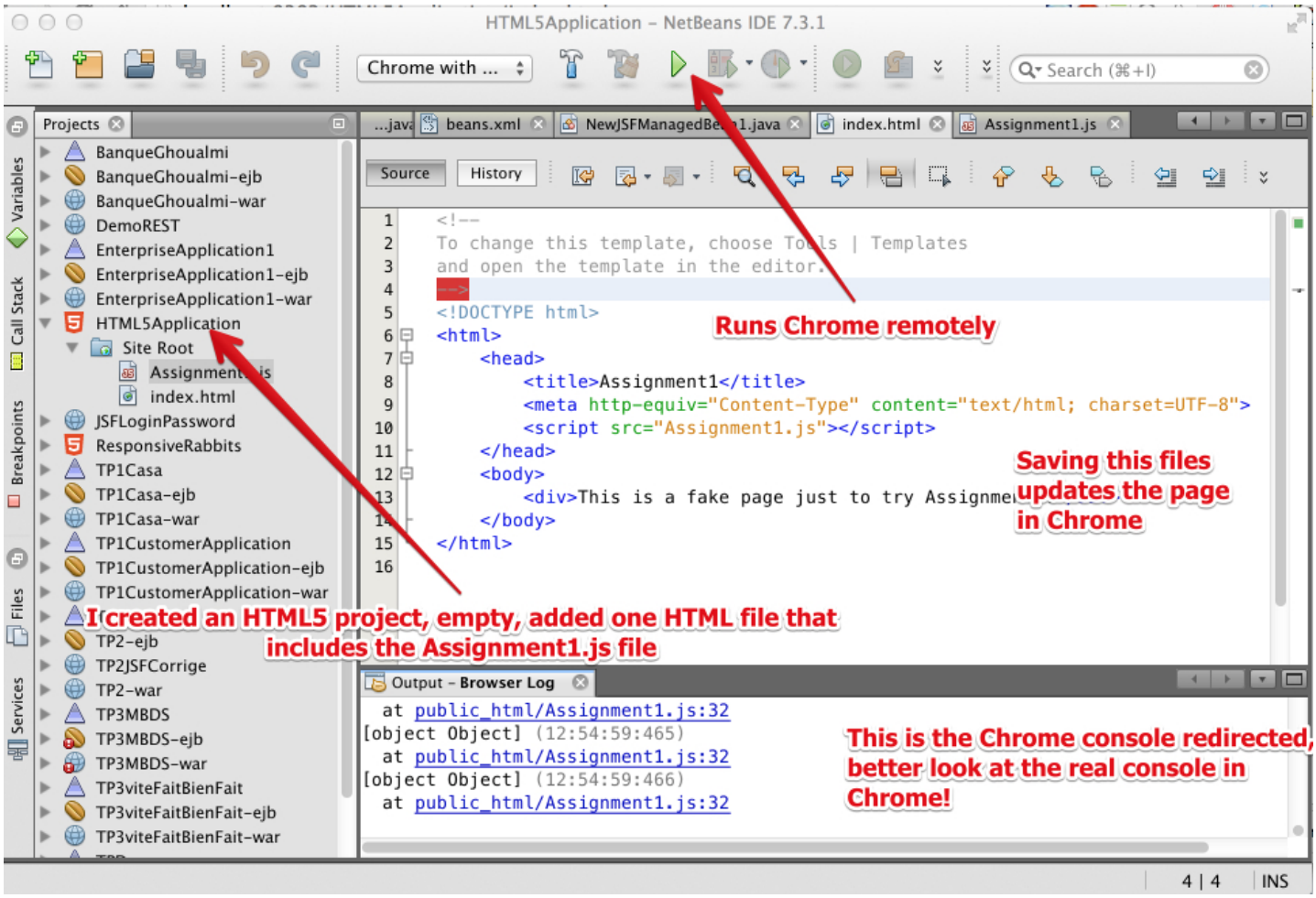

WebStorm File Edit View Navigate Code Refactor Run Tools VCS Window Help
snippet.js – Week 1 – [~/Workspaces/Javascript/JavaScript course/Week 1]
Week 1 snippet.js
Snippets
Project
snippet.js
Week 1 (~/Workspaces/Ja
snippet.js
External Libraries
function addOne(x) {
return x + 1;
}
console.log(addOne(3));
console.log(addTwo(5));
Run
Run selected configuration
LF
UTF-8


WebStorm File Edit View Navigate Code Refactor Run Tools VCS Window Help
snippet.js – Week 1 – [~/Workspaces/Javascript/JavaScript course/Week 1]
Week 1 snippet.js
Snippets
Project
snippet.js
Week 1 (~/Workspaces/Ja
snippet.js
External Libraries
function addOne(x) {
return x + 1;
}
console.log(addOne(3));
console.log(addTwo(5));
Run result
Run Snippets
/usr/local/bin/node snippet.js
/Users/hugomallet06/Workspaces/Javascript/JavaScript course/Week 1/snippet.js:7
console.log(addTwo(5));
^
4
ReferenceError: addTwo is not defined
at Object.<anonymous> (/Users/hugomallet06/Workspaces/Javascript/JavaScript course/Week 1/snippet.js:7:13)
at Module._compile (module.js:456:26)
at Object.Module._extensions..js (module.js:474:10)
18:1
LF
UTF-8

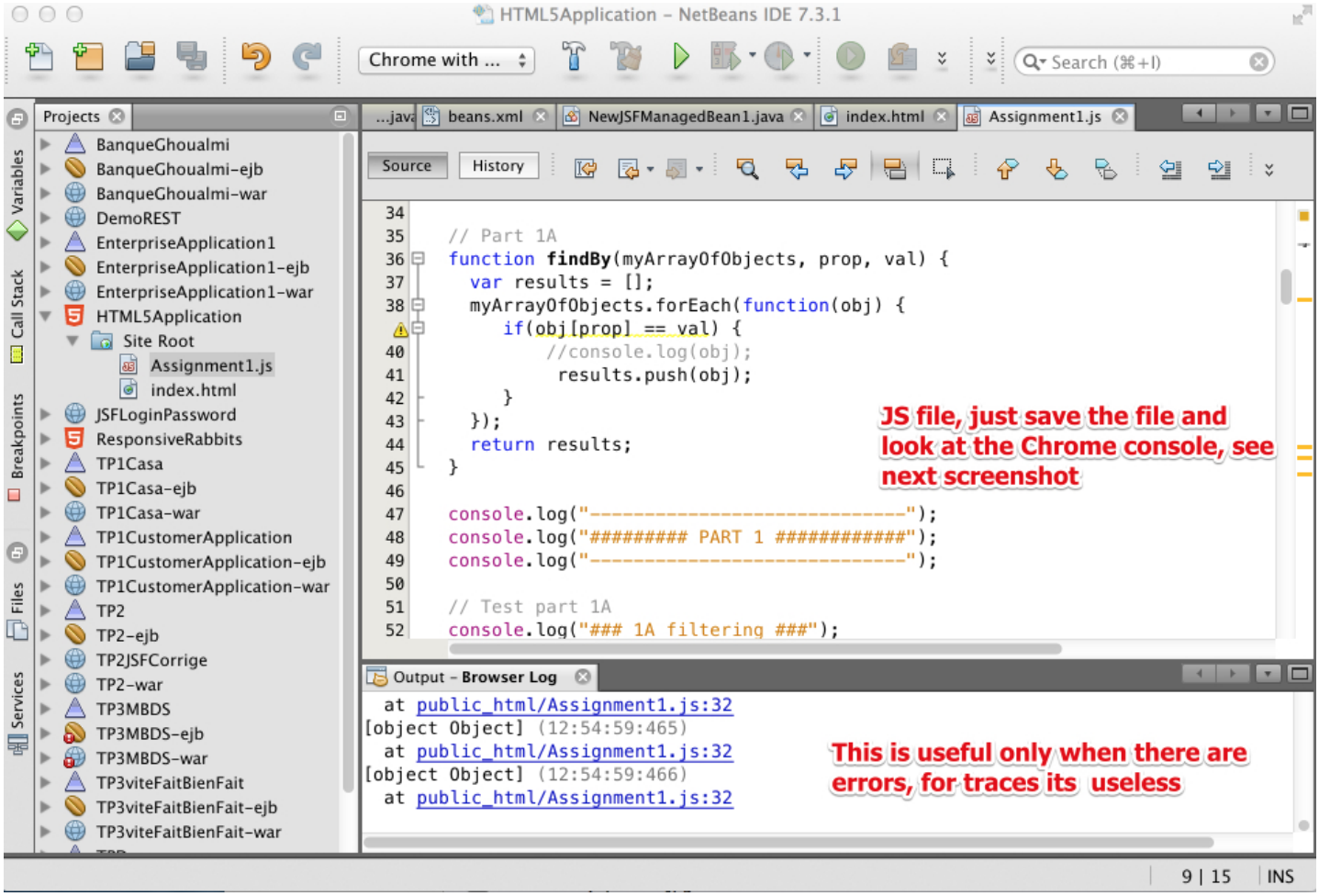
NetBeans

During the last course, Michel Buffa shared its way to develop JavaScript thanks to NetBeans:

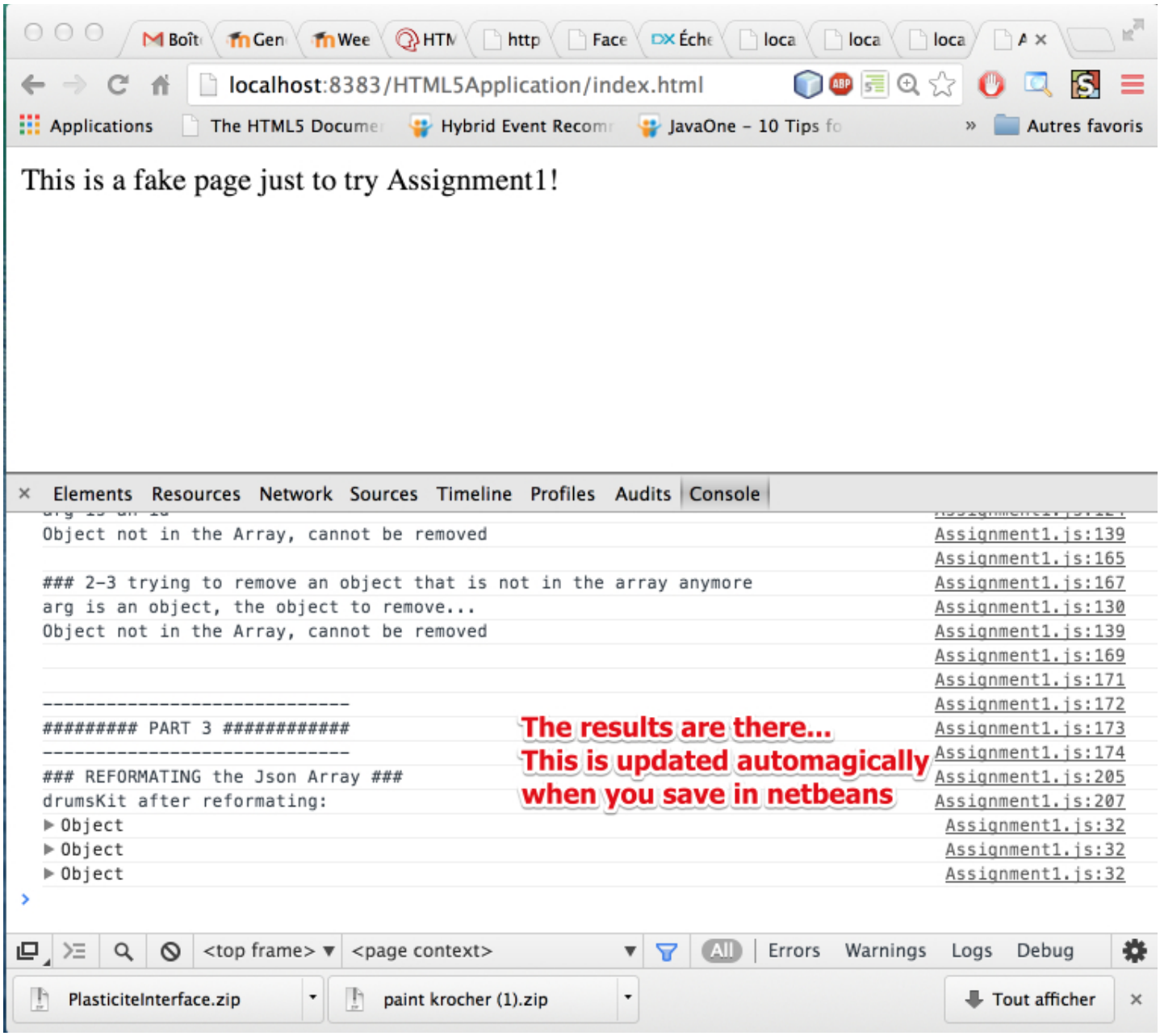
So with netbeans 7.3.1 or 7.4 just create an HTML5 project, I included no lib, no framework, nothing:



I added a single JS file to the project, just save it and the browser will refresh the web page, display results in the devtools console. I was using last version of Chrome. You can see that the console is also redirected in the output tab of netbeans, but it is rather useless. Look at the next screenshot to see the real Chrome console. However, in case of JS error, you can click on the error message and the cursor will be located in the source at the line that produced the error.



This is what chrome displays when you save any file from the netbeans project. The console is mluch more useful there.



Last modified: Saturday, 15 March 2014, 5:09 PM

NAVIGATION

ADMINISTRATION

- Page module administration
  - Edit settings
  - Locally assigned roles
  - Permissions
  - Check permissions
  - Filters
  - Logs
  - Backup
  - Restore
- Course administration

Switch role to...

My profile settings