

JavaScript além da web

Tiago Vasconcelos

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Desenvolvedor Full Stack no Elo7 desde 2014, ex Team Leader / Tech Leader do time Front-End, atualmente Team Leader / Tech Leader de time de Aplicativos (Android e iOS).

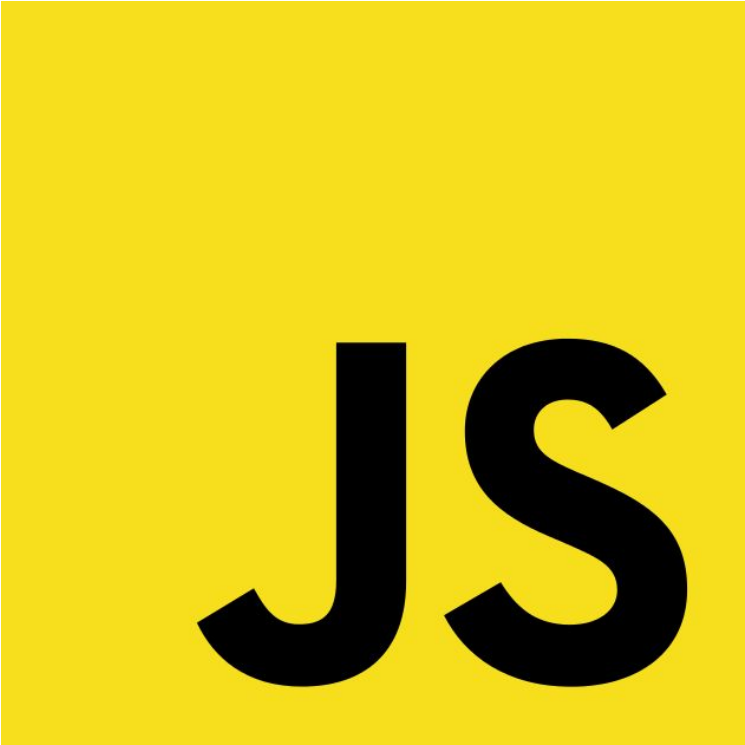
Front-end!



Criado em 1995 por **Brendan Eich**
enquanto trabalhava para a Netscape
Communications



Mocha, LiveScript e
finalmente
JavaScript

The image shows the JavaScript logo, which consists of the letters 'J' and 'S' in a bold, black, sans-serif font. The letters are positioned on a bright yellow square background. The 'J' is on the left and the 'S' is on the right, both centered vertically within the square.

JS

JScript (IE) em 1996



Algumas falhas / estranhezas segundo os criadores

Tratamento de exceções

Regex

Operador de igual: "==" !=

"==="

Achavam que seria

conviniente `23 == "23"` ser

`true`

Falhas com calculos

matemáticos

ECMAScript (Standard), com a sua
primeira documentação oficial em
1997



IE continuava com a sua própria
versão =(, mas nos trouxe o **AJAX** =)



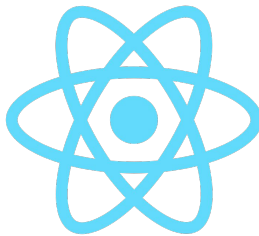
Menosprezado!

ES3 (1999), Es3.1 vs ES4 (2000), ES5
(2009), ES6 (2015), ES2019?

The logo for TC 39, consisting of the letters 'TC' stacked above the number '39', both in a bold, black, sans-serif font, centered within a solid orange square.

**TC
39**

BABEL

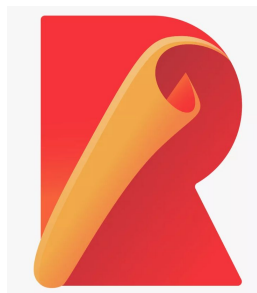


jQuery

ember



mootools

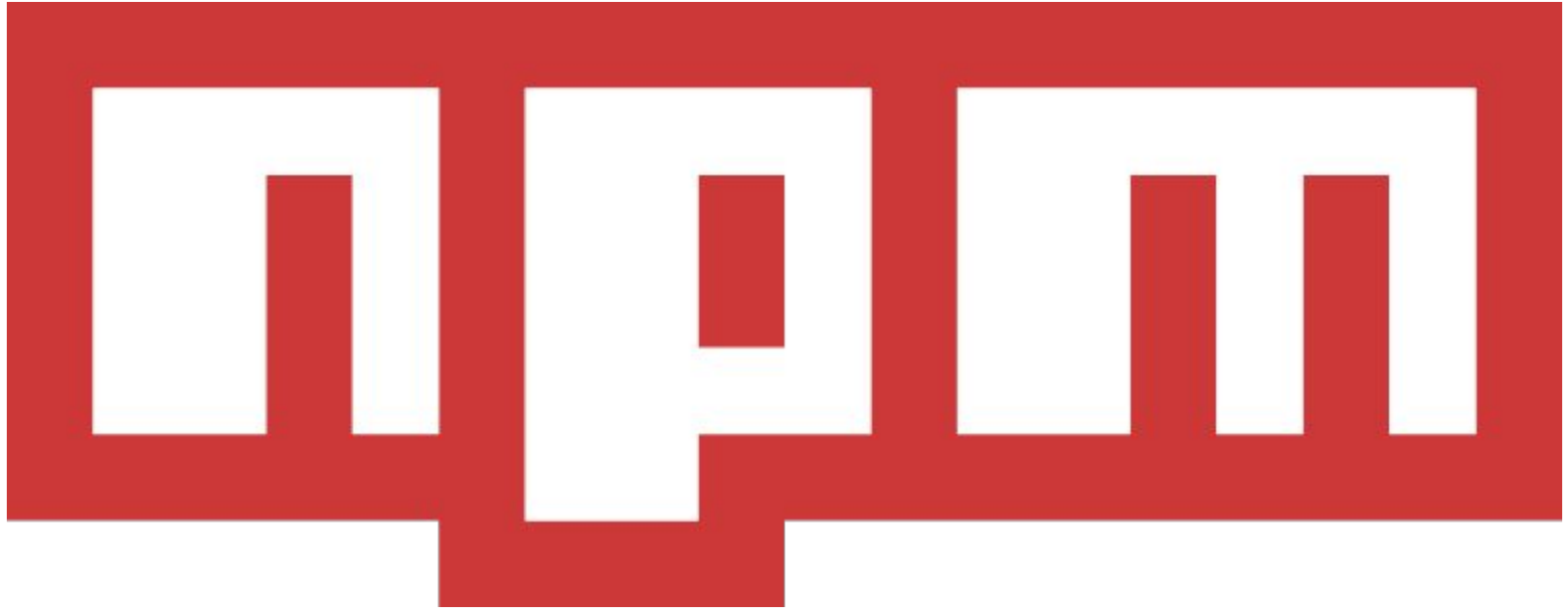


Back-end!



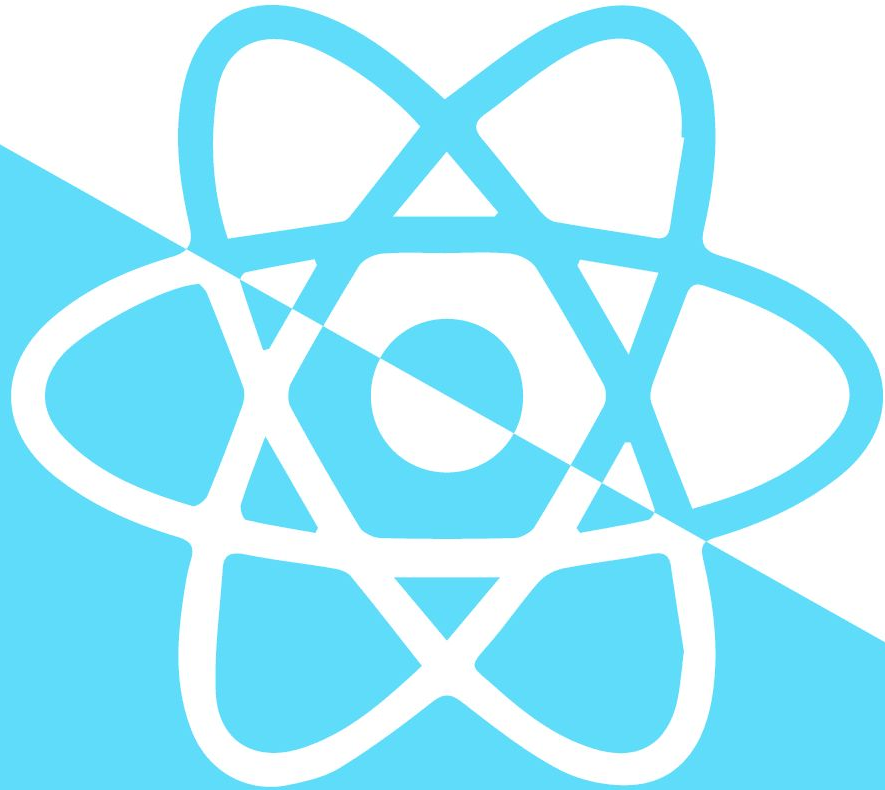
Finamente Javascript no Server-side?





Node package manager

Mobile!

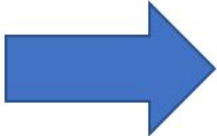


Alguns confundem achando que é um navegador dentro do aplicativo ou que no final seu código js se torna código nativo (a idéia do TypeScript)

```
n.AppRegistry.registerComponent('LaunchScreen', function() {
  return o.default
}), n.AppRegistry.registerComponent('HomeScreen', function() {
  return u.default
}), n.AppRegistry.registerComponent('EstablishmentListScreen', function() {
  return p.default
}), n.AppRegistry.registerComponent('EstablishmentEditScreen', function() {
  return s.default
}), n.AppRegistry.registerComponent('EstablishmentDetailScreen', function() {
  return S.default
}), n.AppRegistry.registerComponent('SignUpScreen', function() {
  return c.default
}), n.AppRegistry.registerComponent('SignInScreen', function() {
  return f.default
}), n.AppRegistry.registerComponent('ProfileScreen', function() {
  return l.default
})
```

```
return (0, c.default)(n, t), (0, o.default)(n, [{
  key: "render",
  value: function() {
    var t = this;
    return p.default.createElement(h.View, {
      style: x.container
    }, p.default.createElement(h.View, null, p.default.createElement(h.View, {
      style: x.inputContainer
    }, p.default.createElement(h.Text, {
      style: x.inputLabel
    }, "E-mail*"), p.default.createElement(h.TextInput, {
      style: x.inputText,
      name: "email",
      returnKeyType: "next",
      value: this.state.email,
      textContentType: "emailAddress",
      onChangeText: function(n) {
        t._handleInputChange('email', n)
      }
    }))))), p.default.createElement(h.TouchableNativeFeedback, {
      onPress: this._signIn
    }, p.default.createElement(h.View, {
      style: x.button
    }, p.default.createElement(h.Text, {
      style: x.buttonText
    }, "Entrar"))))
  }
}], n
```

```
React Component  
render:function() {  
  <View>  
    <Text>Hi</Text></View>  
}
```



React
Native



iOS

JSC



Android

React Native Debugger - Connected (port 8081)

Inspector Autoselect instances

filter... Commit

@@@INIT 4:38:19.81

Login +00:47.11

Navigation/NAVIGATE +00:01.88

Navigation/BACK +00:01.17

Logout +00:00.96

Navigation/BACK +00:01.01

Diff Action State Diff Test

Tree Raw

```

nav (pin)
  index (pin): 1 => 0
  routes (pin): { 1: {...} }

```

Pause recording Lock changes Dispatcher Slider Import Export Print

Highlight Updates Highlight Search Search (text or /regex/)

```

<CardStackTransitioner navigation={dispatch: dispatch(), state: {
  <Transitioner configureTransition=fn() navigation={dispatch: dis
  <View onLayout=bound_onLayout() style={29, null }>
    <RCTView onLayout=bound_onLayout() style={29, null }>
      <CardStack mode="card" router={getComponentForState: getComp
      <View onStartShouldSetResponder=onStartShouldSetResponder(
      <RCTView onStartShouldSetResponder=onStartShouldSetRespon
        <View style=28>
          <RCTView style=28>
            <Container key="card_scene_init" mode="card" router=
            <Card mode="card" router={getComponentForState: get
              <AnimatedComponent ref=bound_onComponentRef() po
              <View ref=bound_setComponentRef() pointerEvents
                <RCTView pointerEvents="auto" style={background
                  <SceneView navigation={dispatch: dispatch()},
                    <MainScreen navigation={dispatch: dispatch
                      >>View style=6<</View> == $r
                    </MainScreen>
                  </SceneView>
                </RCTView>
              </View>
            </AnimatedComponent>

```

Props

```

children: Array[2]
style: 6

```

Context

Empty object

React Native Style Editor

```

margin
padding
0 0 0 0
0 0 414 x 672 0 0

```

```

style {
  flex: 1;
  justifyContent: center;
  alignItems: center;
  backgroundColor: #F5FCFF;
}

```

AppContainer View HGVView View HGVView ReduxExampleApp Provider

Connect(AppWithNavigationState) AppWithNavigationState NavigationContainer Navigator

Unknown CardStackTransitioner Transitioner View RCTView CardStack View RCTView

View RCTView Container Card AnimatedComponent View RCTView SceneView

Console

iPhone 7 Plus - iOS 10.3 (14E8301)

Carrier 4:42 PM

Home Screen

Please log in

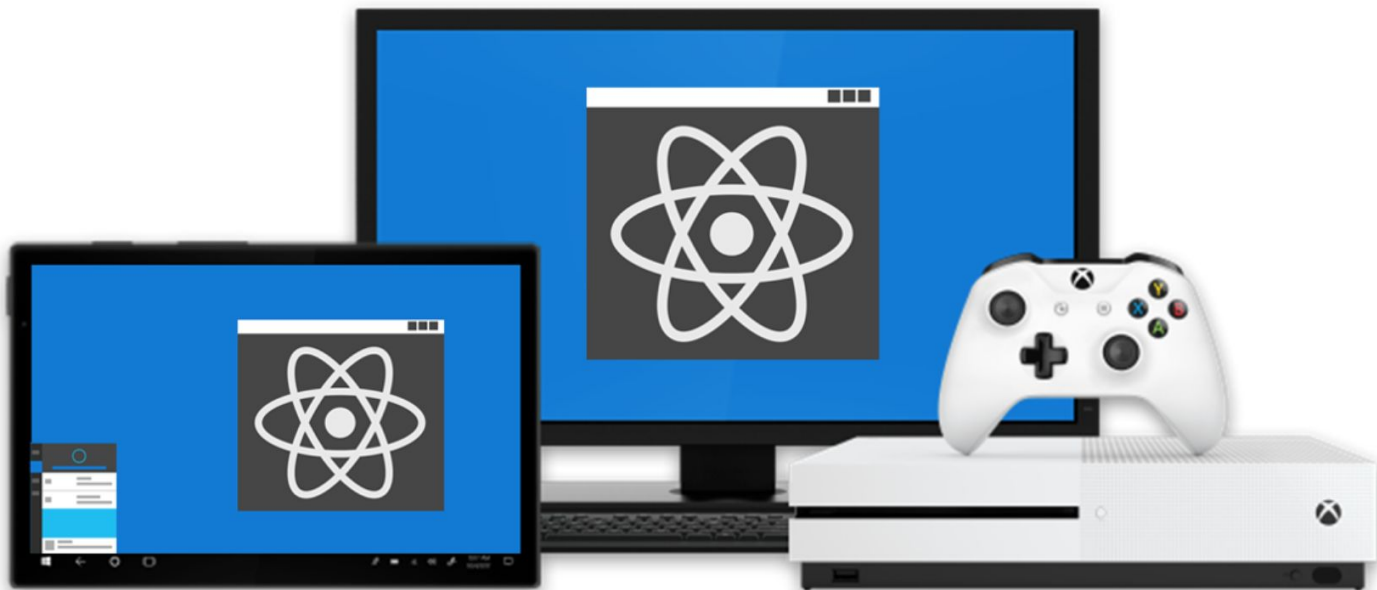
[Log In](#)

Inspect Perf Network Touchables



Vue Native (<https://vue-native.io/>)

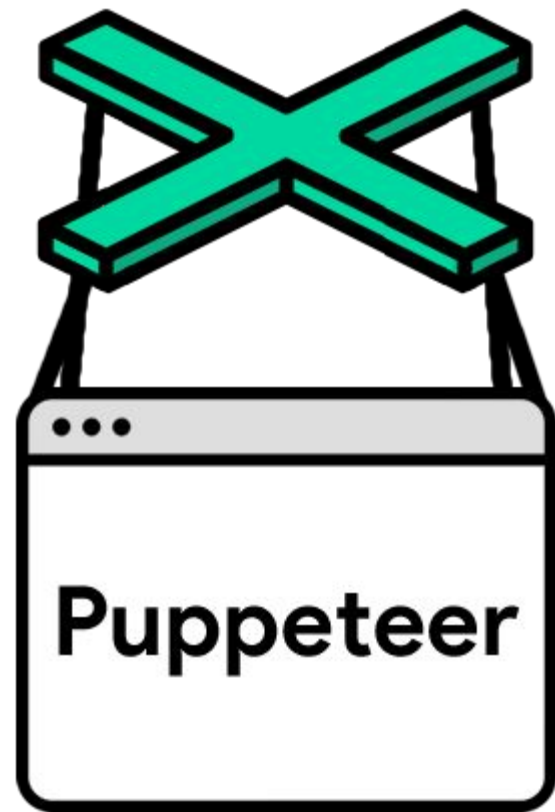
React Native for Windows



React Native for Windows (<https://github.com/microsoft/react-native-windows>)

QA!

Headless Chrome / Firefox



Games!

JS



CSS



HTML





 Follow

How to play

Player 1

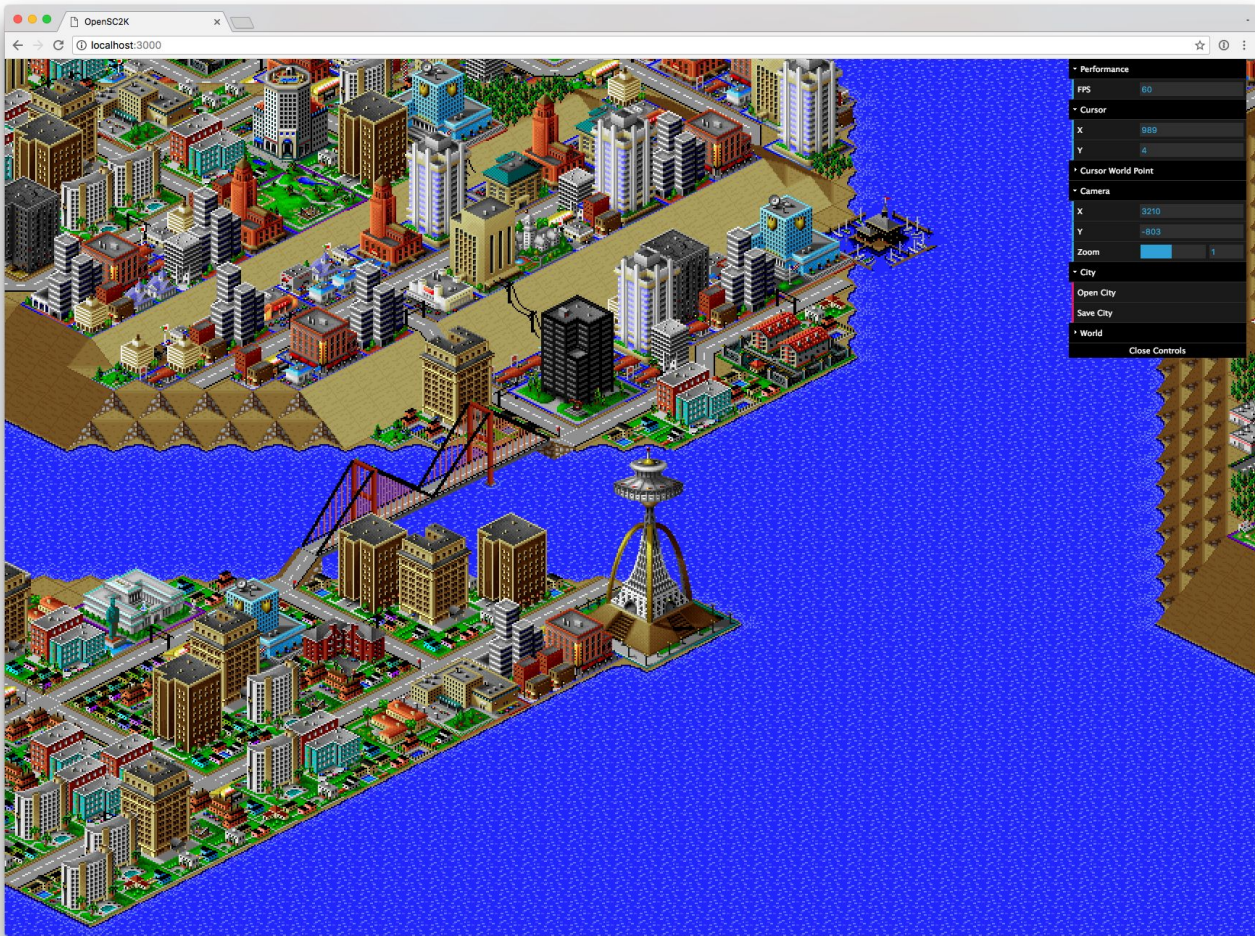
- G - left, J - right, H - down, Y up
- Press "A" for high-punch
- Press "S" for low-punch
- Press "D" for low-kick
- Press "F" for high-kick
- Press "Shift" for block

Player 2

- Use arrows to move
- Press "P" for high-punch
- Press "[" for low-punch
- Press "]" for low-kick
- Press "\" for high-kick
- Press "Ctrl" for block

Press "Space" for restart

[For multi-player over the network read this](#)



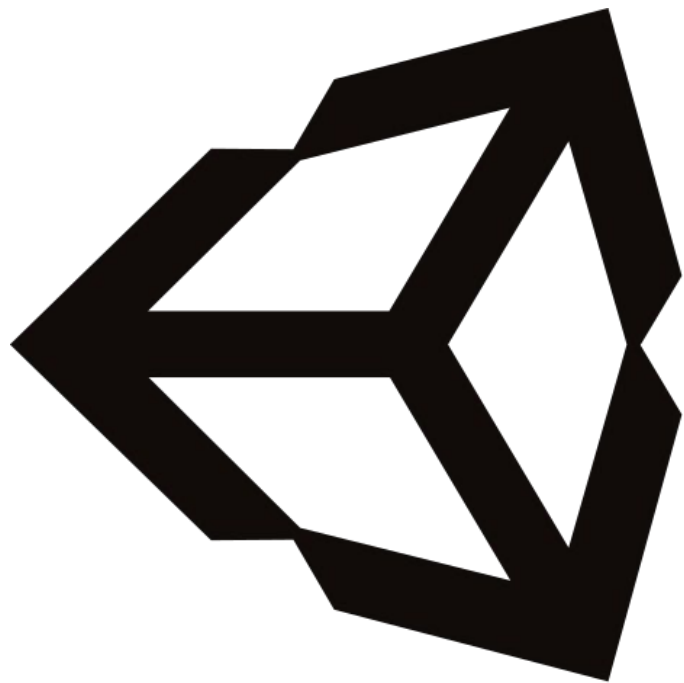


Isometric minimal-code style game at html5 canvas and javascript.



Multiplayer Game Server for Node.js

Focus on the gameplay instead of networking.



unity

Machine Learning!



Mas pode ser feito Javascript!

Brain.js

Synaptic

Neataptic

Conventjs

Webdnn

Deeplearnjs

(teachablemachine.withgoogle.com)

Compromise

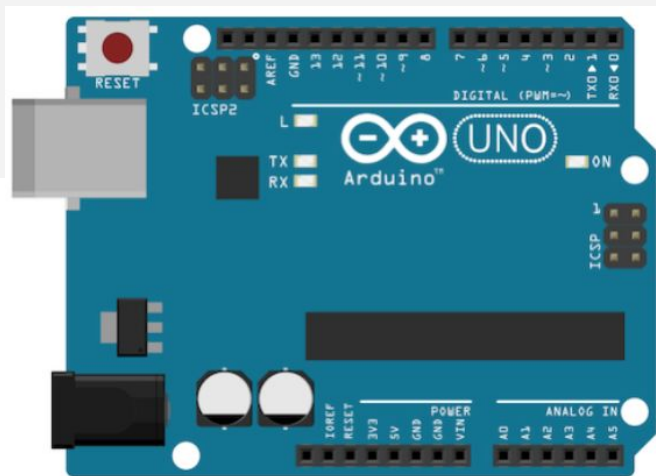
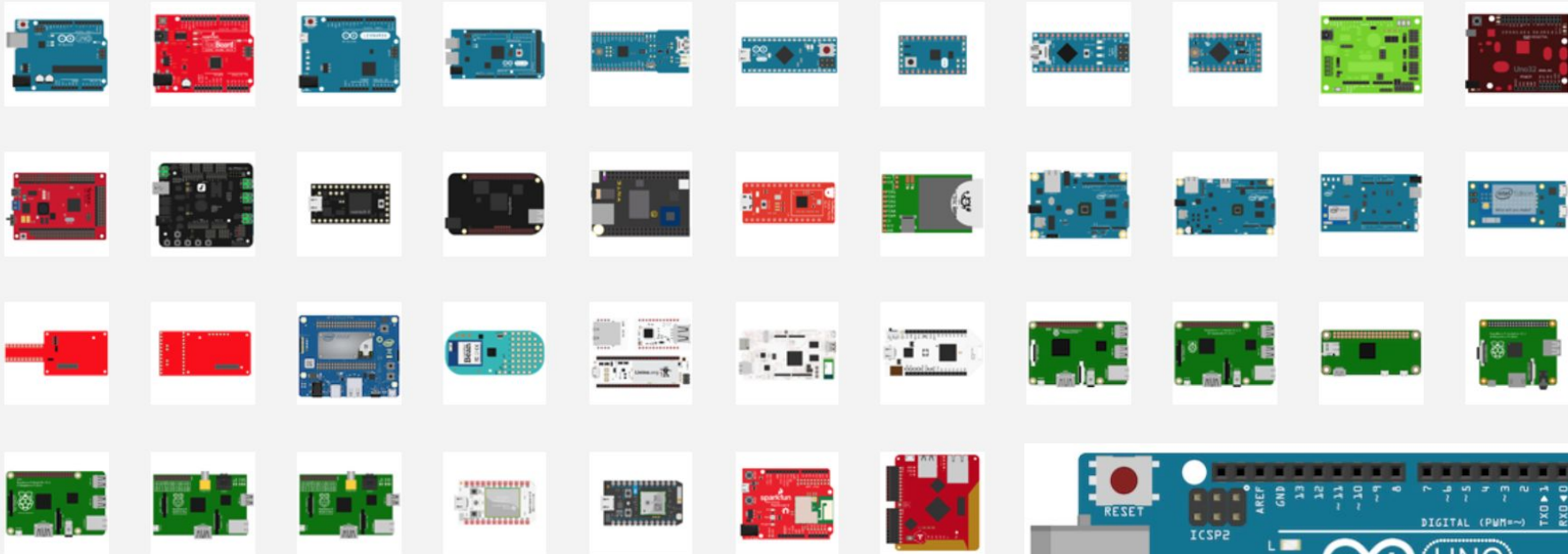
Neuro.js

MLjs (vários repositórios)

Mind

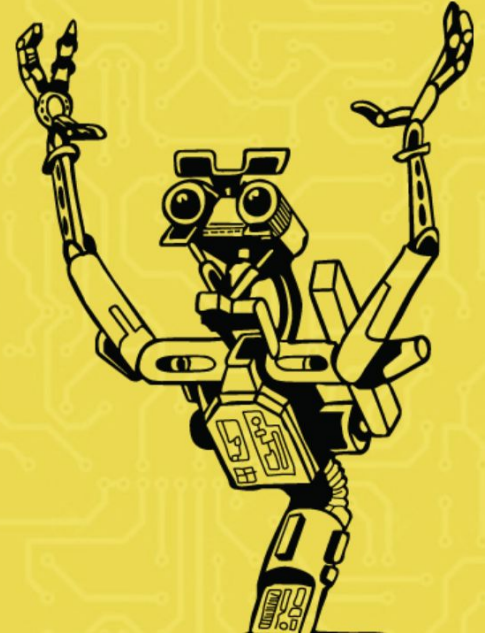
TensorFlow.js

Embarcados!



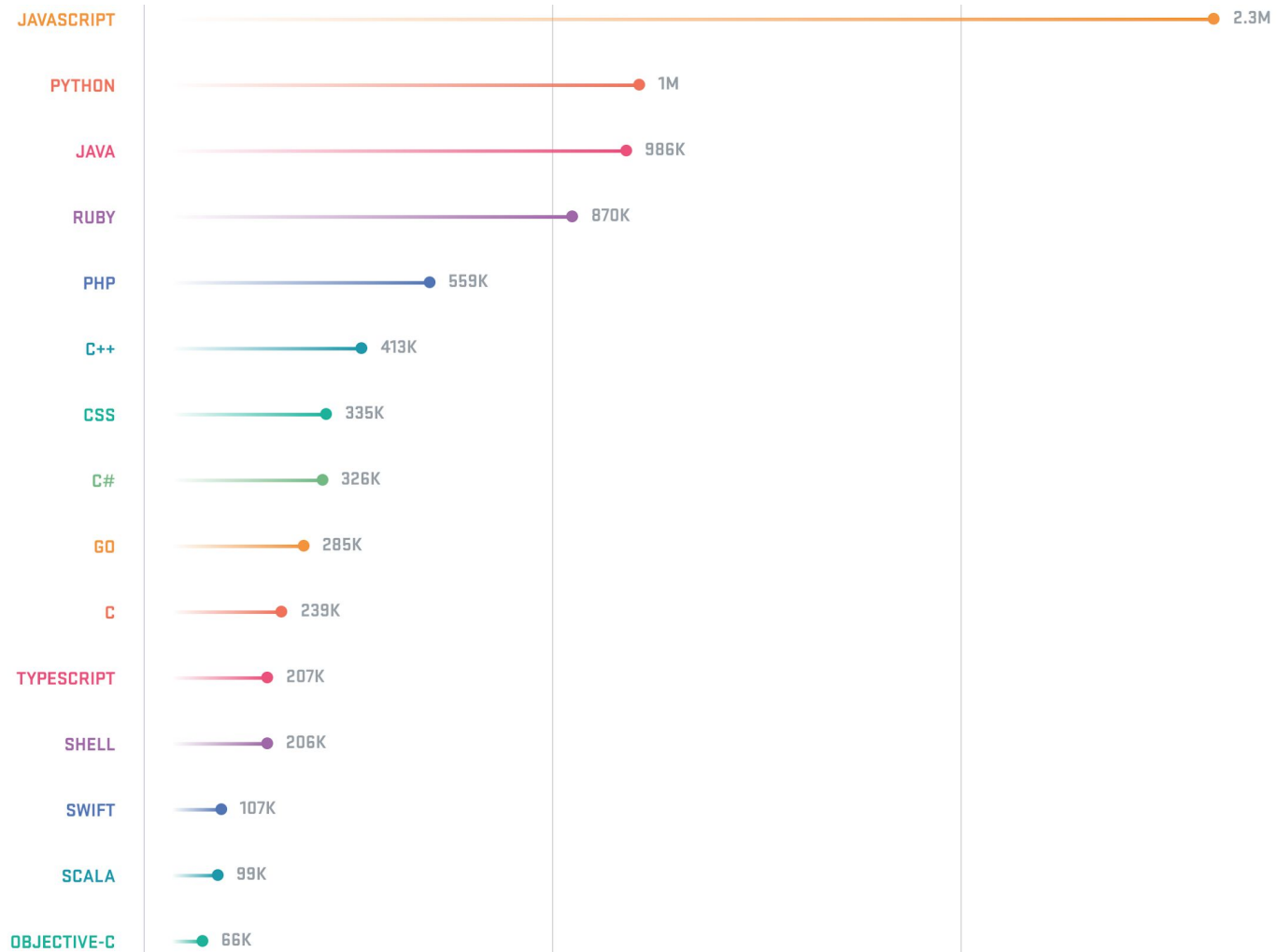
Johnny-Five

The JavaScript
Arduino
Robotics & IoT Platform



Demonstração!

(<https://github.com/tisvasconcelos/gabriel-learn>)





Programador Node.Js/Javascript - JR Ou PL

Lojas Quero-Quero S.A.

Rio Grande, BR



Be an early applicant

2 days ago



Desenvolvedor(a) JavaScript

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Javascript, Senior Software Engineer

Avalara

São Paulo, BR



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Especialista Javascript Promoted

Wyser

São Paulo e Região, Brasil



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SOVOS Promoted

Sovos

São Paulo, BR



1 connection works here

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Javascript, Senior Software Engineer

Avalara

São Paulo, BR



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Observability - Senior React / Javascript Engineer

Elastic

São Paulo, BR

3 weeks ago



Desenvolvedor Javascript

Itaú Unibanco

Sao Paulo, SP, BR



3 connections work here

4 weeks ago

Tiago Vasconcelos

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Acredite no JS!

Obrigado!