

# WEB TECHNOLOGIES

Java Script

CAP 756

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# JavaScript Methods and this Keyword

- In JavaScript, objects can also contain functions. For example,

**// object containing method**

```
const person = {  
  name: 'John',  
  greet: function() { console.log('hello'); }  
};
```

- **Accessing Object Methods**

- You can access an object method using a dot notation. The syntax is:
- **objectName.methodKey()**
- You can access property by calling an objectName and a key. You can access a method by calling an objectName and a key for that method along with (). For example,
- **// accessing method and property**

```
const person = {  
  name: 'John',  
  greet: function() { console.log('hello'); }  
};
```

```
// accessing property
```

```
person.name; // John
```

```
// accessing method
```

```
person.greet(); // hello
```

- **JavaScript Built-In Methods**
- In JavaScript, there are many built-in methods. For example,
- **let number = '23.32';**
- **let result = parseInt(number);**
- **console.log(result); // 23**
- **Adding a Method to a JavaScript Object**

**// creating an object**

**let student = { };**

**// adding a property**

**student.name = 'John';**

**// adding a method**

```
student.greet = function() {  
    console.log('hello');  
}
```

**// accessing a method**

**student.greet(); // hello**

- **JavaScript this Keyword**

- To access a property of an object from within a method of the same object, you need to use the this keyword. Let's consider an example.

```
const person = {  
  name: 'John',  
  age: 30,  
  // accessing name property by using this.name  
  greet: function() { console.log('The name is' + ' ' + this.name); }  
};  
person.greet();
```

# JavaScript Constructor Function

- In JavaScript, a constructor function is used to create objects. For example,
- `// constructor function`
- `function Person () {`
- `this.name = 'John',`
- `this.age = 23`
- `}`
- `// create an object`
- `const person = new Person();`

- **Create Multiple Objects with Constructor Function**
- In JavaScript, you can create multiple objects from a constructor function. For example,
- **// constructor function**

```
function Person () {  
  this.name = 'John',  
  this.age = 23,  
  this.greet = function () {  
    console.log('hello');  
  }  
}  
  
// create objects  
const person1 = new Person();  
const person2 = new Person();  
  
// access properties  
console.log(person1.name); // John  
console.log(person2.name); // John
```

# JavaScript Constructor Function Parameters

- You can also create a constructor function with parameters. For example,

**// constructor function**

```
function Person (person_name, person_age, person_gender) {  
  // assigning parameter values to the calling object  
  this.name = person_name,  
  this.age = person_age,  
  this.gender = person_gender,  
  this.greet = function () {  
    return ('Hi' + ' ' + this.name);  
  }  
}
```

**// creating objects**

```
const person1 = new Person('John', 23, 'male');  
const person2 = new Person('Sam', 25, 'female');
```

**// accessing properties**

```
console.log(person1.name); // "John"  
console.log(person2.name); // "Sam"
```



- In the last example, we have passed arguments to the constructor function during the creation of the object.
- **const person1 = new Person('John', 23, 'male');**
- **const person2 = new Person('Sam', 25, 'male');**
- This allows each object to have different properties. As shown above,
- console.log(person1.name); gives John
- console.log(person2.name); gives Sam

# JavaScript Arrays

- An array is an object that can store multiple values at once. For example,
- `const words = ['hello', 'world', 'welcome'];`
- **Create an Array**
- You can create an array using two ways:
  - 1. Using an array literal**
    - The easiest way to create an array is by using an array literal []. For example,
    - `const array1 = ["eat", "sleep"];`
  - 2. Using the new keyword**
    - You can also create an array using JavaScript's new keyword.
    - `const array2 = new Array("eat", "sleep");`
- In both of the above examples, we have created an array having two elements.

- Here are more examples of arrays:

// empty array

```
const myList = [ ];
```

// array of numbers

```
const numberArray = [ 2, 4, 6, 8];
```

// array of strings

```
const stringArray = [ 'eat', 'work', 'sleep'];
```

// array with mixed data types

```
const newData = ['work', 'exercise', 1, true];
```

- You can also store arrays, functions and other objects inside an array. For example,

```
const newData = [  
  {'task1': 'exercise'},  
  [1, 2 ,3],  
  function hello() { console.log('hello')}  
];
```

# Access Elements of an Array

- You can access elements of an array using indices (**0, 1, 2 ...**). For example,

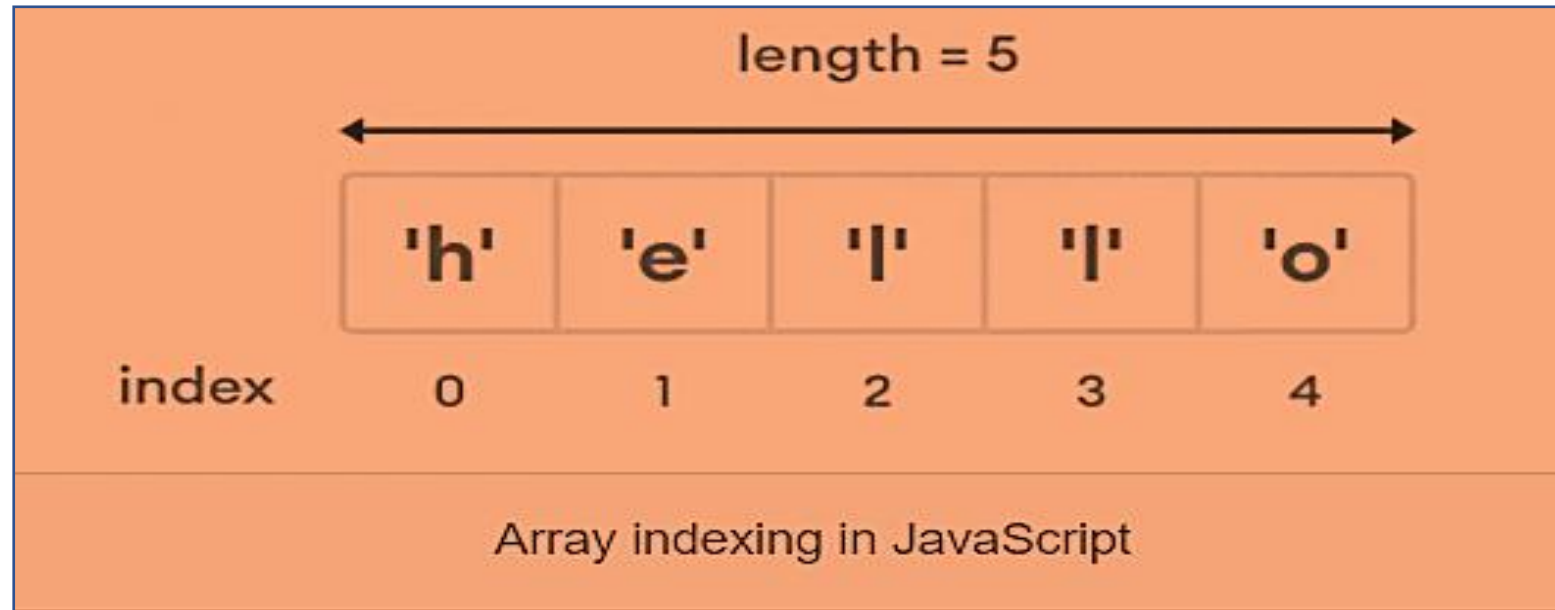
```
const myArray = ['h', 'e', 'l', 'l', 'o'];
```

```
// first element
```

```
console.log(myArray[0]); // "h"
```

```
// second element
```

```
console.log(myArray[1]); // "e"
```



- **Add an Element to an Array**

- You can use the built-in method **push()** and **unshift()** to add elements to an array.

- The **push()** method adds an element at the end of the array. For example,

```
let dailyActivities = ['eat', 'sleep'];
```

```
// add an element at the end
```

```
dailyActivities.push('exercise');
```

```
console.log(dailyActivities); // ['eat', 'sleep', 'exercise']
```

- The **unshift()** method adds an element at the beginning of the array. For example,

```
let dailyActivities = ['eat', 'sleep'];
```

```
//add an element at the start
```

```
dailyActivities.unshift('work');
```

```
console.log(dailyActivities); // ['work', 'eat', 'sleep']
```

- **Change the Elements of an Array**

- You can also add elements or change the elements by accessing the index value.

```
let dailyActivities = [ 'eat', 'sleep'];
```

```
// this will add the new element 'exercise' at the 2 index
```

```
dailyActivities[2] = 'exercise';
```

```
console.log(dailyActivities); // ['eat', 'sleep', 'exercise']
```

- Suppose, an array has two elements. If you try to add an element at index 3 (fourth element), the third element will be undefined. For example,

```
let dailyActivities = [ 'eat', 'sleep'];
```

```
// this will add the new element 'exercise' at the 3 index
```

```
dailyActivities[3] = 'exercise';
```

```
console.log(dailyActivities); // ["eat", "sleep", undefined, "exercise"]
```

- **Remove an Element from an Array**
- You can use the **pop()** method to remove the last element from an array. The **pop()** method also returns the returned value. For example,

```
let dailyActivities = ['work', 'eat', 'sleep', 'exercise'];
```

```
// remove the last element
```

```
dailyActivities.pop();
```

```
console.log(dailyActivities); // ['work', 'eat', 'sleep']
```

```
// remove the last element from ['work', 'eat', 'sleep']
```

```
const removedElement = dailyActivities.pop();
```

```
//get removed element
```

```
console.log(removedElement); // 'sleep'
```

```
console.log(dailyActivities); // ['work', 'eat']
```



- If you need to remove the first element, you can use the **shift()** method.
- The **shift()** method removes the first element and also returns the removed element. For example,

```
let dailyActivities = ['work', 'eat', 'sleep'];  
// remove the first element  
dailyActivities.shift();  
console.log(dailyActivities); // ['eat', 'sleep']
```

- **Array length**

- You can find the length of an element (the number of elements in an array) using the length property. For example,

```
const dailyActivities = [ 'eat', 'sleep'];
```

```
// this gives the total number of elements in an array
```

```
console.log(dailyActivities.length); // 2
```

- **Working of JavaScript Arrays**

- In JavaScript, an array is an **object**. And, the indices of arrays are **objects** keys.
- Since arrays are objects, the array elements are **stored by reference**. Hence, when an array value is copied, any change in the copied array will also reflect in the **original array**. For example,

```
let arr = ['h', 'e'];
```

```
let arr1 = arr;
```

```
arr1.push('l');
```

```
console.log(arr); // ["h", "e", "l"]
```

```
console.log(arr1); // ["h", "e", "l"]
```