**FRONTEND**

**JavaScript**

JavaScript only used to work on the browser(on client side). We needed to learn another language to handle the server side database tasks (ex. php) But node.js changed it. Now because of node.js, we can use JavaScript on server side too.

Browsers used V8 Engine to run JavaScript code. Node.js adopted that V8 Engine on server side. Node.js is runtime software which we installed on server side.

Now we can use JavaScript on both client side and server side.

**JS implementation:**

1. Inline (should avoid. bad practice)
2. Internal
3. External
4. Inline JS : We use event as an attribute of the tag. Some inline attributes events are : onclick, onfocus, ondblclick, onload & onchange.

1. <head>

2. <script>

3. document.write(“Welcome to Javascript World”);

4. </script>-

5. </head>

6. <body onload=”alert(‘Hello’)”>

7. <button onclick=”alert(‘hello world’)”></button>

8. </body>

**JavaScript Type Conversions**

To convert JavaScript variables to another datatype

* By the use of JavaScript functions
* Automatically by JavaScript itself

Some Type Conversion functions are :

1. Number()
2. parseInt()
3. parseFloat()
4. Boolean()
5. String()

Brief : <https://www.w3schools.com/js/js_type_conversion.asp>

Tip : ‘clg’ for shortcut for ‘console.log()’ in VsCode

1. var a = Number(promt(‘Enter a Number’));

1. var a = true; Boolean datatypes (true = 1, false = 0)

2. var b = true; [Plus operator will try to add every possible datatype that can be added.

4. console.log(a+b); Otherwise it will concat them ]

5.

6. output : 2

1. var a = “5”; [JavaScript try to convert datatype to a reasonable datatype so it can perform operations,

2. var b = true; If the datatype of variable are not conversable and can’t be added together, then it just

3. console.log(a+b); concatenate them ]

4.

5. output : 5true

1. var a = ‘hello’; 1. var a = 5; 1. var a = “5”;

2. var b = 2; 2. var b = 10; 2. var b = 5;

3. console.log(a-b); 3. var c = a == b; 3. var c = a == b;

4.   4. console.log(c); 4. var d = a === b; // will check datatype too

5. output : NaN [Not a Number] 6. 5. console.log(c);

7. output : false 6. console.log(d);

7.

8. output: true

9. false

Accessing JavaScript variables in HTML (without using DOM)

<https://github.com/69JINX/FrontEnd/blob/main/Javascript/Marksheet-Table%20-%20Inserting%20script%20between%20HTML%20tags.html>

Creating HTML tags by JavaScript(without using DOM) :

1. document.write(“<h1>Hello</h1>”);

2. document.write(“Hello” + “</br>”);

1. let str = “Hello”;

2. document.write(str[2]); // this will print ‘e’

**Template Literals (String Interpolations)**

Used to print text and variables together without using the ‘+’ operator. ${} is used to print variables. TL are used without BackTicks (not back slashes);

Without using TL :

1. document.write(“Hello” + name + “GM”);

With TL :

1. document.write(`Hello ${name} GM`);

Code written after return keyword in a function never get executed.

**Arrow Functions**

Arrow Functions were introduced in ES6. Arrow Functions allow us to write shorter function syntax.

1. const fun1 = (a,b) => a\*b;

It gets shorter if the function has only one line of statement and the statement returns a value, you can remove the brackets and the return keyword.

Note : Arrow functions are variables, just like regular variables, it shouldn’t be called before defining it. Not like regular function that can be define anywhere in the code and be called anywhere.

**Arrow Function : Normal Function :**

1. fun1(); 1. fun1();

2. let fun1 = () => { 2. function fun1(){

3. document.write(“Hello”); 3. document.write(“Hello”);

4. } 4. }

5.   5.

6. output : 6. output : Hello

7. Reference Error : Cannot access ‘fun1’

8. before initialization

1. let temp1 = {}; //object

2. let temp2 = []; // array

**We can change key/value of a const object/array**

In a constant object(const), even though it is const, we can change its key/value pairs and add/delete key/value Because we are not changing the whole object when we are altering the properties/methods of an object, we are not re-assigning or re-declaring the contact, it’s already declared and assigned. We’re just adding to the list of elements or properties to which the constant points

**So this works fine: and this works fine too: but these will through error:**

1. const obj = {}; 1. const arr = []; 1. const obj = {};

2. obj.foo = ‘bar’; 2. arrr.push(‘foo’); 2. obj = {foo:’bar’}; // error:reassigning

3. console.log(obj); // {foo:’bar’} 3. console.log(arr); // [‘foo’] 3.

4. obj.foo = ‘bar1’; 4. arr.unshift(‘foo2’); 4. const arr = [];

5. console.log(obj); // {foo:’bar1’} 5. console.log(arr); // [‘foo2’,’foo’] 5. arr = [‘bar’]; // error:reassigning

6. arr.pop();

7. console.log(arr); // [‘foo2’]

So the properties of elements of a constant object/array can be changed but whole object/array can’t

**Entry Control Loop**

for and while are entry control loop are entry control loop cause they check the condition before entering inside the loop.

**Exit Control Loop**

do-while is a exit control loop cause it run the loop then check the condition means even if condition is false, it will at least run one time.

3 types of function :

1. Without argument (simple function)
2. With argument
3. Functions the ‘return’ something

**Mutable v/s Immutable**

There are 2 types of datatype in JavaScript :

1. Mutable / Non-Primitive / Reference Type : Something that can not be changed or added to.

Eg : Object, Arrays, Functions

1. Immutable / Primitive : Something that can be changed or a new property be added to

Eg : Number, Boolean, String, Null, Undefined, Symbol

Immutable, once created can’t change their value but can be reassigned to a new one.

**Immutable: Mutable:**

1. let a = ‘john’; 1. let a = [1,2,3,4]

2. let b = a; 2. let b = a;

3. b = ‘steve’; 3. b[1] = 100;

4. console.log(a); 4. console.log(‘a = ’,a);

5. console.log(b); 5. console.log(‘b = ’,b);

6.   6.

7. output : john 7. output :

8. steve 8. a = [1, 100, 3, 4]

9. b = [1, 100, 3, 4]

**In memory: In memory:**

both variables point at different both variables point at same memory location because we have assigned

memory location of their own memory address of b to point at memory address of a by doing ‘let b = a’

(which is the same address)

a -> 0xf094c649 [john]

b -> 0x7de53064 [steve] a

0x6a99aa2f [1, 100, 3, 4]

b

By default, all Reference types (array, object, function) are mutable in JavaScript like if we normally assign a Reference datatypes of another data type, they both will point at same value at single memory address unlike C/CPP language where we have to use a pointer to do that.

1. int a = 10;

2. int\*b = &a; // pointer in C language

If you don’t want address of a Reference type to be copied to another variable when we assign them but only value to be copied, you can use the spread operator.

1. let str = ‘Hello’;

2. str[1] = a; // <- this won’t work because strings are immutable

3. console.log(str); // Hello

4. consolelog(str[1]); // e

**Spread Operator**

Spread Operator will copy the value of Reference datatype(or any other) of another data variable without copying the address. They both will point at different memory location.

Syntax : b = [...a]

**Without Spread Operator**

1. let a = [1, 2, 3, 4]

2. let b = a; [ value/s of a = value/s of b] (value/s will be copied)

3. b[1] = 100; [ address of a = address of b] (address will also be copied)

4. console.log(a); [ they will point at same address where a single array is stored ]

5. console.log(b);

6.

7. output:

8. [1, 100, 3, 4]

9. [1, 100, 3, 4]

**With Spread Operator**

1. let a = [1, 2, 3, 4]

2. let b = [...a]; [ value/s of a = value/s of b] (value/s will be copied)

3. b[1] = 100; [ address of a ≠ address of b] (address will not be copied)

4. console.log(a); [ they will have their own separate memory addresses ]

5. console.log(b);

6.

7. output:

8. [1, 2, 3, 4]

9. [1, 100, 3, 4]

**Checking Mutability with Object**

1. const obj = {

2. name : ‘john’,

3. gender : ‘male’,

4. age : 25

5. }

6. const obj1 = obj;

7. obj.name = ‘steve’;

8. console.log(obj);

9. console.log(obj1);

10. output :

11. {name:‘steve’,gender:‘male’,age:25}

12. {name:‘steve’,gender:‘male’,age:25}

Mutability is commonly associated with non-primitive data types (e.g., arrays, objects) in most programming languages, including C, C++, Java, and JavaScript. However, JavaScript explicitly labels these as "mutable data types." While the concept is similar across languages, non-primitive types aren't always mutable, as some languages or implementations offer immutable versions.

**Comparing Mutable Datatypes**

Why comparing Mutable datatypes with same values give false ?

Lets look at an example:

1. let a = ‘john’; // immutable datatype

2. let b = ‘john; // immutable datatype

3.

4. let x = {}; // mutable datatype

5. let y = {}; // mutable datatype

6.

7. let obj = { // mutable datatype

8. name : ‘steve’,

9. gender : ‘male’,

10. age: 25

11. };

12. let obj1 = { // mutable datatype

13. name : ‘steve’,

14. gender : ‘male’,

15. age: 25

16. };

17.

18. let arr = [1, 2, 3]; // mutable datatype

19. let arr1 = [1, 2, 3]; // mutable datatype

20.

21.

22. console.log(a == b);

23. console.log(obj == obj1);

24. console.log(x == y);

25. console.log(arr == arr1);

26.

27. output:

28. true

29. false

30. false

31. false

32.

When we compare two mutable datatypes, it returns false because JavaScript deals with similar object/array properties as a different one. That is in JavaScript, two object/array are considered equal only if they are the same object/array, not if they have the same properties and values, and in JavaScript object/array are assigned and compared by the reference not by the value.

In the above program, when we compared object obj with object obj1, we are comparing their reference address not their value. Because they have different address reference, the comparison will be false.

So can’t we get true ?

When we have the same properties and value, you we can!

In order to get true, the object must point at same memory address reference.

1. let obj = {name:‘steve’, age:22};

2. let refobj = obj; // create a reference to the object

3. console.log(obj == refobj);

4. console.log(obj === refobj);

5.

6. output : true

7. true

**Destructuring in JavaScript**

Destructuring assignment is a JavaScript expression that allows you to extract data from array, objects and maps and set them into new, distinct variables. Destructuring allows us to extract multiple properties or items from an array at a time.

Here are some examples of Destructuring:

**Basic Object Destructuring: Nested Object Destructuring:**

1. const user = { 1. const user = {

2. name : ‘Alex’, 2. name : ‘Alex’,

3. gender: ‘Male’, 3. address :{

4. age:25 4. country:‘USA’,

5. } 5. city:‘New York’

6. const { name } = user; // variable ‘name’ should 6. }

7. console.log(name); // be same as key from the 7. }

8.   // object 8. const { address:{city} } = user;

9. output : Alex 9. console.log(city);

10.

11. output : New York

**Array Destructuring: Default Values:**

1. const numbers = [1, 2, 3, 4, 5] 1. const user = {

2. const [first, second, third] = numbers; 2. name : ‘Alex’,

3. console.log(first, second, third); 3. age:43

4.   4. }

5. output : 1 2 3 5. const {name , age = 25} = user;

6. console.log(name, age);

7.

8. output : Alex 43

**Rest Parameter:**

1. const numbers = [1, 2, 3, 4, 5];

2. const [first, second, ...rest] = numbers;

3. console.log(first, reset);

4.

5. output : 1 2 [3, 4, 5]

**Adding and Deleting key from Object :**

**Deleting Key from Object: Adding Key from Object:**

1. const obj = { 1. const obj = {

2. name: ‘Alex’, 2. name: ‘Alex’,

3. age : 25 3. age : 25

4. } 4. }

5. delete obj.name; 5. obj.gender = ‘male’;

6. console.log(obj); 6. console.log(obj);

7.   7.

8. output : {age:25} 8. output : {name:‘Alex’, age:25, gender:‘male’}

**Why typeof array is object :**

In JavaScript, arrays are objects because JavaScript is a prototype-based language This means that there are only primitive types and objects. Arrays are a special case of objects inside the JavaScript engine they have :

* Special handling of indices : Array indices are represented as strings, that contain numbers.
* A length property : The length property of an array indicates the number of elements in the array.
* Methods : Array have a number of methods such as push(), pop(), shift() and unshift() that can be used to add, remove, and manipulate elements in the array.

The type of operator in JavaScript return “object” for arrays. This is because arrays are object in JavaScript even though they have some special properties and methods.

1. var arr = [1, 2, 3];

2. console.log(typeof arr);

3.

4. output : Object

If you need to check if a variable is an Array, you can use the Array.isArray() method. This method returns true if the variable is an array otherwise false.

1. var arr = [1, 2, 3];

2. console.log(Array.isArray(arr));

3.

4. output : true

To check the size of array, we use array.length

1. let arr = [1, 2, 3]

2. console.log(arr.length); // 13

Its is an property of array object, not a method. That’s why we didn’t use parenthesis at the end of arr.length

**Browser Object Model / BOM / Window Object**

The BOM is used to interact with the browser. The default object of browser is ‘window’ means you can call all the functions of window by specifying window or directly. For example

1. window.alert(‘hello’); // all three are same

2. alert(‘hello’);

3. this.alert(‘hello’); // this represents the parent object, in this case the top upper object of alert is window

You can use a lot of properties (other objects) defined underneath the window object like document, history, screen, navigate, location, innerHeight, innerWidth etc.

If we print ‘this’, the window object will be printed.

1. console.log(this);

2. console.log(window); // both will print window object.

**this inside an object this inside a arrow function**

**If we try to print ‘this’ inside an but if we use an arrow function inside an object and try to print ‘this’**

**object made by programmer, then we might think that it will print the object itself but when using**

**then this will print the object ‘this’ inside an arrow function. It always print the root parent object**

**which is its parent object which is the window object itself.**

1. const obj = { 1. const obj = {

2. fun : function(){ 2. fun : () => {

3. console.log(this); 3. console.log(this);

4. } 4. }

5. } 5. }

6. obj.fun(); 6. obj.fun();

7.   7.

8. output : {fun:f} 8. output : window {window:Window,document...}

1. const obj = {

2. fun : () =>{

3. this.console.log(this); // will run because this inside an arrow function represents the window object.

4. // which in this cause is correct

5. },

6. fun1 : function(){

7. this.console.log(this); // will throw error because this inside a normal function represents the parent object

8. // which is obj and obj doesn’t have any console name of function

9. }

10. }

11.

**Document Object Model / DOM / Document Object**

DOM creates a tree like structure of whole HTML page.

Every node have only three type relationship between other nodes :

1. Parent
2. Child
3. Sibling

In DOM, every element node is an objects

Whenever a new node is added to the tree, whole DOM tree is destroyed and recreated again, this slows down the webpage. That’s why we use React which provide Virtual DOM.

Dynamic changes using DOM :

1. Text change
2. Attribute
3. CSS properties
4. HTML Structure

DOM Selectors :

1. **Class** : document.getElementByClassName(‘class’);
2. **Id** : document.getElementById(‘id’); return HTML Collection
3. **TagName** : document.getElementByTagName(‘tag’);
4. document.querySelector(‘.class’/ ‘#id’ / ‘tag’); ---------------> return single HTML element that comes first in tree, if there are more, the ignores rest all
5. document.querySelectorAll(‘.class’/ ‘#id’ / ‘tag’); -----> return NodeList

**HTML Collection v/s NodeList**

|  |  |
| --- | --- |
| **HTML Collection** | **NodeList** |
| It only contains tags | It can contain any node like text, attribute, comment, new line etc. |
| Cannot iterate over its elements using forEach() | It is possible to iterate over it with forEach() |
| HTML Collection is the HTML DOM is live. It is automatically updated when the underlying document is changed. | It is live & static both in different conditions querySelectorAll() returns a static NodeList |

**Difference in BOM and DOM**

DOM : The Document Object Model (DOM) and the Browser Object Model (BOM) are two important concepts of JavaScript.

The DOM is programming interface for HTML and XML documents. It represents the page so that programs can change the document structure, style and context. The DOM provides a standard object model for accessing, manipulating and navigating HTML and XML documents.

BOM : The BOM is collection of objects that represents the browser window and its contents. It allows JavaScript to interact with browser, such as opening and closing windows, navigating history and manipulating cookies.

Change text written between tag :

1. element.innerText = ‘new\_Text’;

Attribute Selector :

To select the attribute, we can directly write the name of the Attribute.

1. imgElement.src = “img1.jpg”;

**Using ‘this’ keyword in EventListener**

Arrow functions always give window object when using ‘this’ but a normal function give that specific object (parent object) when printing ‘this’.

**X Wrong**

1. img1.addEventListener(‘click’, () => {

2. console.log(this); // this will print window object

3. this.src = ‘img2.jpeg’; // this won’t work, will give error

4. }

**🗸 Right**

1. img1.addEventListener(‘click’, function() {

2. console.log(this); // this will print image tag

3. this.src = ‘img2.jpeg’; // this will work

4. }

**Key events** :

* keypress ● keyup ● keydown

**Changing CSS with JavaScript of the element** :

Syntax : elementobj.style.css-property = “css-propery-value”

eg:

1. img1.style.src = “img2.jpeg”;

2. div1.style.backgroundColor = “blue”;

Note : when specifying css properties in JS, if there is a hyphen in the name, then it should be removed and make the first letter capital after hyphen.

CSS JavaScript

border-radius borderRadius

**getComputedStyle()**

We can set CSS property of any elementobj with the above syntax but we can’t access or get css property of any elementobj with this method. That’s why we need to use the getComputedStyle() method where we pass the element as argument.

getComputedStyle() method gets the computed CSS properties and values of an HTML element in an object form (in key:value pairs).

getComputedStyle() only take one element as argument. It only work when there is only one element, it doesn’t work the ‘the DOM selector’ that give an html collection or nodelist.

eg:

1. getComputedStyle(document.getElementByClassName(‘para’)); // error : HTML collection

2. getComputedStyle(document.getElementByClassName(‘para’)[0]); // run successfully without any error

3. getComputedStyle(document.querySelector(‘p’)); // run successfully without any error

1. const element = document.getElementById(‘test’);

2. const obj = getComputedStyle(element);

3. let bgColor = obj.getPropertyValue(‘background-color’);

4. console.log(bgColor);

5.

6. output : rgb(173, 216, 230)

**EventObject** (4-july-24)

If we have to make multiple event listeners for multiple element, it would increase code lines and make it lengthy. That’s why e.target is used which is a property of event object ‘e’. e.target gets the whole element where user slick or hover or performed any action.

1. <div id=“frame”>

2. <img src=“imgmain.jpeg”/>

3. </div>

4. <div class=“boxes”>

5. <img src=“img1.jpeg”/>

6. <img src=“img2.jpeg”/>

7. <img src=“img3.jpeg”/>

8. </div>

**Without EventObject (e.target) With EventObject (e.target)**

1. img1.addEventListener(‘click’, ()=> { 1. boxes.addEventListener(‘click’, (e)=> {

2. mainimg.src=img1.src; 2. if(e.target.tagName == ‘IMG’)

3. }); 3. {

4. Img2.addEventListener(‘click’, ()=> { 4. mainimg.src = e.target.src;

5. mainimg.src=img1.src; 5. }

6. }); 6. }

7. Img3.addEventListener(‘click’, ()=> {

8. mainimg.src=img1.src;

9. });

We didn’t had to make event listeners for every element. Just added an event listener on parent div and set e.target If target click give IMG tag then pass that img src to mainimg.

innerText = only give text that is inside the tag

innerHTML = give entire html element

JS program to show html element on window screen scroll :

1. window.addEventListener(“scroll”, () => {

2. if(window.scrollY >= 100){

3. para.style.opacity = 1;

4. }

5. });

when targeting section with anchor tag to jump on a section the page jump directly without any smoothness in scroll so to scroll smooth, apply this css property to html tag :

**CSS**

1. html{

2. scroll-behaviour:smooth;

3. }

**Date Object**

Date() is already inbuild class in JavaScript. We created a date object to access methods/properties of Date() object

1. let date = new Date(); // date constructor

2. date.getMonth();

3. date.getHours(); // there are many functions of date, see on web for more

4. // above getHours method give 24 format, to get in 12 format :-

5. let finalHours = (hours>12)?hours-12:hours;

**Delete Parent node/element** :

1. element.parentNode.remove();

**to get sibling node** :

1. element.nextElementSibling;

**toggel class** :

1. element.classList.toggle(‘class\_name’);

**Get height of window/viewport:**

1. window.innerHeight;

**get position of any html element according to screen :**

1. element.getBoundingClientRect();

Don’t use window.scrollY when doing some changes on scroll in any element because screen size might be different in other devices and this won’t work according to planned, that’s why window.innerHeight and getBoundingRect() is used together.s

**Higher Order Functions**

In JavaScript, a higher order function is a function that can take another function as argument or return functions are their result.

Some Higher Order Functions are :

* map() ● filter() ● reduce() ● forEach() ● sort() ● reduce ● setTimeout()

floor() ---> 2

2.7

ceil() ----> 3

**Difference between method and function**

>> A function is a block of code written to perform some specific set of tasks. We can define a function using the function keyword by name and optional parameters.

>> A JavaScript Method is a property of an object that contains a function definition. Methods are functions stored as object properties. Object methods can made by following syntax.

1. const object = {

2. methodName : function(){

3. // method content

4. }

5. }

6. object.methodName(); // accessing method of object, just like arr.push() or any other predefined method

#############################

**Anonymous Function**

It is a function that does not have any name associated with it. Normally we use the function keyword before the function name to define a function in JavaScript, however in anonymous function of JavaScript we use only function keyword without the function name.

An Anonymous function is not accessible after its initial creation, it can only be accessed by a variable it is stored in as a function as a value.

We can also declare an Anonymous function using the arrow function.

**Anonymous Function: Anonymous Arrow Function:**

**syntax**: **syntax**:

1. function() { 1. () => {

2. // function body 2. // function body

3. } 3. }

**Eg:**

1. let fun1 = function(a){

2. console.log(a);

3. }

4. fun1(a);

**Anonymous function as IIFE:**

1. (function(){

2. console.log(‘Hello’);

3. })();

Anonymous functions are mostly used in Higher order function or as a IIFE(Immediately Invoked Function Express)

**JavaScript Program to remove duplicate values from array (using array’s includes() method)**

1. const arr = [2, 8, 7, 6, 2, 4, 8, 7, 5, 6, 1, 2, 6]

2. const arr1 = [];

3. arr.forEach(

4. (v) => {

5. If(!arr1.includes(v)){

6. arr1.push(v);

7. }

8. }

9. );

10. console.log(“Array After Duplicate Values removed : ” + arr1);

Practice questions :

* program to find max
* program to find min
* program to find 2nd max
* program to find 2nd min

**Asynchronous nature of JavaScript**

Nature of JavaScript is Asynchronous like that it will not stop other next lines of code if one line of code is taking too much time, it will run all codes that can run and other codes that take time will print in the end. It is useful but not always, imagine we are fetching some data from somewhere else and when that data get fetch, we will print the data. Due to asynchronous nature of JS, it won’t wait for the data to fetch and execute next line where we are printing the fetch, Now that might cause problems because we haven’t wait for the data and directly printed it, this will cause garbage data/undefined to appear to user.

That’s why Synchronous nature of JS was introduced.

To run the written code is synchronous way, we use Promises.

**Asynchronous way:**

1. let data;

2. setTimeout(()=>{ // we have created a setTimeout function to mimic how a fetched data/connection would take time

3. data = ‘some data’; // to fetch data

4. },5000);

5. console.log(data); // now here the data will be printed ‘undefined’ because it will take 5 second to fetch data

Synchronous Way :

As the name suggest, synchronous means to be in a sequence. i.e. every statement of the code gets executed one by one. Here tasks are performed sequentially with the help of a call stack. Each individual task must complete before the next one can begin. This results in delays in execution if any task takes a significant amount of time to execute.

Promise object is used.

**Promise**

Promise has 3 States :

1. Pending
2. Fulfill
3. Reject

Promises are :

1. Created and
2. Handled

Mostly, we handle already created promises in APIs when we fetch an API, it return a promise with one of the state from 3 states.

We can’t directly access an promises, we need to handle it by two methods :

1. Then and Catch method
2. Async & Await

Back in the days, there wasn’t any technology in JS for synchronous data flow, we had to rely on other 3rd party applications like ‘Q and BlueBird’

**Syntax:**

1. const promise\_name = new Promise((resolve, reject)=>{

2. resolve({object}/[array]/value); // sending data with resolved promise

3. reject(throw “error”); // in case need to reject promise

4. });

**Program to show the use of Promise Creations and Promise Handling in Synchronous way :**

<https://github.com/69JINX/FrontEnd/blob/main/Javascript/Pizza%20making%20process%20using%20syncnronous%20Promise/index.js>

**JSON (JavaScript Object Notation)** 14-07-24

JSON is a lightweight format for storing and transporting data. JSON is often used when data is sent from a server to a webpage. JSON is ‘self-describing’ and easy to understand.

This example defines a employees object : an array of 3 employee records (objects):

1. {

2. “employees”:[

3. {“first\_name”: “John”, “last\_name”: “Doe”},

4. {“first\_name”: “Anna”, “last\_name”: “Smith”},

5. {“first\_name”: “Peter”, “last\_name”: “Jones”}

6. ]

7. }

JSON syntax rules :

* Data is in name:value pairs
* Data is separated by commas(like object)
* Curly braces hold objects
* Square brackets hold arrays

The JSON format is syntactically identical to the code for creating JavaScript Object.

The JSON syntax is derived from JavaScript object notation syntax, but the JSON format is text only code for reading and generating JSON data can be written in any programming language.

JSON data’s datatypes is ‘string’ because string data is globally used in every language.

XML

From early on, the format that data was transferred between servers and computers, was XML. The best format were open standards that anyone could use and contribute to. XML gained early popularity , as it looked like HTML the foundation of the web. But it was clunky and confusing.

That’s where JSON come sin while the format was first developed in the early 2000s, the first standards were published in 2006

JSON in better than XML : <https://www.w3schools.com/js/js_json_xml.asp>

If we try to build previous employee JSON data in XML, it will look like this :

1. <employees>

2.          <employee>

3.               <firstName>John</firstName><lastName>John</lastName>

4.         </employee>

5.          <employee>

6.               <firstName>Anna</firstName><lastName>Smith</lastName>

7.          </employee>

8.         <employee>

9.               <firstName>Peter</firstName><lastName>Jones</lastName>

10.          </employee>

11. </employees>

When using JSON in our webpage, we need to convert it so it’s data can be read on webpage.

We use .json() method to convert it.

It convert JSON to JavaScript Object which can be consumed on webpage.

The json() method of the response interface takes a response stream and reads it to completion. It returns a promise which resolves with the result of parsing the body text as JSON.

Note that despite the method being named json(), the result is not JSON but is instead the result of taking JSON as input and parsing to produce a JS Object .

**Fetch() method || Asynchronous Data Fetcher: Converting JSON into JavaScript Objects**

Eg:

1. const url = “link\_to\_JSON\_file ”;

2. async function fetchData(){

3. const response = await fetch(url); // now a **Promise** is stored in ‘response’ variable

4. return await response.json(); // converts ‘response’ **Promise** to a JS readable Object using json()

5. }

The fetch method starts the process of fetching a resource from a server. It returns a Promise that resolves to a Response Object.

1. const x = await fetch(file);

2. const y = await x.text();

3. console.log();

**Event Loop**

Cohort 2.0 (Harkirat) => Week 2.1 – Revision of Async (Timestamp : 00:41:27) [The best explanation]

**Using 3rd party Libraries/Utilities/Frameworks**

JavaScript Core concept :

* HTML
* CSS
* Media Query
* JavaScript

When we try to build any web app/structure site, it take too much time building from scratch with there upper described core concepts, that’s where we need to save time to build these web structures fast, so we use code written by other 3rd parties which from them some are open source and some are paid.

Using code from 3rd parties are accessed by coders from Framework & Libraries.

a Framework is like a structure that provides a base for the application development process, with the help of a Framework you can avoid writing anything from scratch. Frameworks provide a set of tools and elements that help in speedy development process. It acts like a template that can be used and even modified to meet project requirements. Some popular frameworks that are most used are

Django, Flutter, Angular, Vue, React Native, Apache Spark, Ionic etc.

Framework provide premade components like button, navbar, Cards, Animation classes, pop-up windows etc.

If you choose JavaScript, then you need to research the JavaScript frameworks such as Angular, Next.js, Vue.js, express.js Bootstrap etc.

React JS is categorized as a library because it provides a collection of tools, including components and functions for use without forcing strict rules or structure for building the entire application .It is the most commonly used front end library for web development .Don't get confused this with React Native. React Native is an open source UI software framework created by Facebook Inc. It is used to develop application for Android, AndroidTV, iOS, macOS, tvOS, Web Windows and UWP. React and React Native both are product of Facebook. React utilizes HTML, CSS and JavaScript to create interactive user interfaces, whereas React Native utilizes API and native UI components to build mobile applications.

* GSAP (Green Sock Animation Platform) JavaScript Animation Libray
* Locomotive ( a scroll library)

**Library**

A library is a collection of pre written code that programmers can use to optimize tasks. Some JS libraries are React, jQuery, FontAwesome etc.

**Difference in Framework and Library :**

* Libraries tend to be simpler than frameworks and offer a narrow scope of functionality. If you pass an input to a method and receive an output, you probably use the library. We tell our program where we want to call it. This is much like going to a physical library and pulling certain books of the self as we want them. A framework controls the program, we have to fulfill in the blanks of the code, while rest of code written in the syntax of a framework.
* A library is similar to building a house from ground up. You may design your house as you want with just about any architecture you want, and you can arrange your room however you want. Framework on the other hand is like buying a new house. You don't have to deal with construction issues, but you can't pick how to arrange your areas because the house is already completed.
* Libraries are single oriented task, Frameworks are multitasking.

**Bootstrap**

* Bootstrap is a free front end framework for faster and easier web development.
* Bootstrap include HTML and CSS based design templates for typography, forms, button, tables, navigation models, images, carousels and many other as well as optional JavaScript plugins.
* Anybody with basic knowledge of HTML and CSS can start using Bootstrap.
* Bootstrap responsive CSS adjust to phones, tablets and desktops.
* Bootstrap is compatible with all modern browsers, Chrome, Firefox, Internet Explorer, Edge, Safari and Opera.

Bootstep was developed by Mark Otto and Jacob Thornton at Twitter and released as an open source product in August 2011 on GitHub.

You can

* download bootstrap from getbootstrap.com and host it on your server.
* Include bootstrap from a CDN [ 3 files : 1 CSS and 2 JS]

<https://www.w3schools.com/bootstrap/bootstrap_get_started.asp> (read for more details about Bootstrap)

**Bootstrap v/s Tailwind**

* Bootstrap offers ready to use components for fast development but with limited customization.
* Tailwind CSS provides utility classes for highly customizable designs requiring a bit more effort up front.
* Tailwind CSS might make your site run smoother by removing unused styles.
* Bootstrap is generally easier for beginner, while Tailwind CSS offer more control for those willing to learn.
* Bootstrap allows for quicker prototyping, whereas Tailwind CSS is better for tailored design.
* Bootstrap supports older browser well, Tailwind CSS focuses on the newer ones.

|  |  |  |
| --- | --- | --- |
| **Aspect** | **Bootstrap** | **Tailwind CSS** |
| Philosophy | Read made Components | Utility-first Customization |
| Customization | Limited | Extensive |
| Development Speed | Faster Initial Development | Slower, but more precise |
| Performance | Potentially heavier | Light Weight |
| Learning Curve | Easier | Steeper/hard |
| Browser support | Broad | Modern |

Full Explanation : <https://daily.dev/blog/bootstrap-vs-tailwindcss>

* We shouldn't use bootstrap and tailwind CSS together because they might interfere with CSS of each other cause they might have same name classes which won't give the result we want.
* Bootstrap is specialised for responsive design.
* Most companies minimise the use of pure CSS and focus only on Bootstrap to save time and to focus on more complex tasks.
* Bootstrap doesn't have uniqueness, but Tailwind have.
* Bootstrap give 3 files in its CDN, 1 CSS file and 2 JavaScript files.
* Read the documentation of Bootstrap to use classes as your requirement. You don't have to remember every class, just read it from docs.

**Bootstrap Responsive Sizes :**

Bootstrap includes 6 default break points, sometimes referred to as grid tiers for building responsibly.

These breakpoints can be customised if we are using bootstrap source SASS files

<https://getbootstrap.com/docs/5.0/layout/breakpoints/#:~:text=Extra%20extra%20large>

**NodeJS**

MERN Stack is called a technology stack. When multiple technologies are grouped together, then it is called a technology stag. Some are.

* MERN => MongoDB / ExpressJS / React / NodeJS
* MEAN => MongoDB / ExpressJS / Angular / NodeJS
* LAMP => Linux / Apache / MySQL / PHP

Our website is stored in database and a server provides the environment for it to code and manipulate etc. MERN stack use JavaScript in everything. NodeJS is used to code server side. Node JS used V8 engine to run JavaScript code. Node JS is just a way to run JavaScript outside the browser. It can be used to run desktop app, server or anything else that we want to do with JavaScript. We can create a web server with node JS.

<https://kinsta.com/knowledgebase/what-is-node-js/> (Full Detail of NodeJS)

<https://www.geeksforgeeks.org/react-jsx-in-depth/> (React)

ReactJs course for Beginners – freecodeCamp (07:10:27)

<https://www.youtube.com/watch?v=nTeuhbP7wdE>

React surface level understanding

<https://www.skillreactor.io/learn/react>

**LTS (Long Term Supprt)**

Node JS can be used to interact with operating system on which it is installed using OS module. Before NodeJs we had to use other languages for server side coding light like PHP, Java, python, etc. but with node JS we can use JavaScript on server side too . When installing NodeJS on your system, It is recommended that we use LTS (long term support) version instead of latest version because latest version/beta version might have some bugs because it is still new and still in testing state and can cause our code to behave differently than expected. LTS version is bug free and security updates being regularly released. LTS version is recommended for applications that prioritise stability, compatibility and minimises exposure to breaking changes.

Node JS have **Packages/Modules** which is considered to be the same as JavaScript libraries. A set of functions you want to include in your applications.

**Built-in modules**

Node JS has a set of built in modules which you can use without any further installation.

Look at <https://www.w3schools.com/nodejs/ref_modules.asp> for a complete list of modules.

**Include modules**

To include a module, use the “require()” function with the name of the module.

1. const http = require(‘http’);

Now your application has access to HTTP module and is able to create a server.

1. http.createServer((req,res)=>{

2. res.writeHead(200 , {‘content-type’:’text/html’});

3. res.end(‘Hello World’)

4. }).listen(8080);

**Create your own module**

You can create your own module and easily include them in your application. The following example create a module that returns a date and time object.

1. exports.myDateTime = () => {

2. return Date();

3. }

Use the exports keyword to make properties and methods available outside the module file. Save the code above in a file called ‘showDate.js’ docs.

Use the module in index.js file :

1. let x = require(‘./showDate’);

2. console.log(x.MyDateTime());

now run this file in cmd using the node :

1. node index.js // ‘node index’ will also work | This will output the currentDate

Notice that we use ‘./’ to locate the module. That means that the module (showDate.js) is located in the same folder as the index JS file. If you tried to write the code of the index.js file in the HTML file inside the script tag because of you thinking that it is a JS code and JS code will run on the browser. But you are wrong because the browser DOM will show error on require function ‘Uncaught reference error. Require is not defined at index JS’. This is common when you try to use the required in client side JavaScript which runs in a web browser. Web browsers don't support the required function natively because it is part of nodeJS Module system (commons) not part of standard JavaScript.

**Difference between module and package**.

* Module are libraries for node JS. Examples of modules circle.js, rectangle.js, square.js
* A package is one or more modules, libraries grouped or packaged together. These are commonly used by other packages or a project of your own.

Node JS uses a **package manager** (npm) where you can find and install thousands of packages. Example of package :

Shapes <------ Package Name

Circle.js

Rectangle.js Modules that belong to the Shape package

Square.js

in the node JS module system. Each file is treated as a separate module.Package dot Jason file has metadata about all the packages used in a project and about the project.

**Module v/s package v/s library**

* A module is just a file containing lines of JS code. Uses import or export to exchange information between modules.
* A library uses one or many modules to provide a set of features.
* A package is a downloadable version library. Think of someone putting it in a box and shipping it to you. You can import it and use it in combination with your own code.

**Running JavaScript using node in cmd/terminal**

We can write and execute the JS code inside our system in cmd using node environment, then it just works like console in the browser. NodeJs uses commonJs

* To do that open the terminal in VBS code or just open cmd directly from window.
* Write ‘node’ and hit enter. Now you have entered in the node environment where you can write and execute JS code.
* We usually create a JS file and execute that with this syntax : ‘node index.js’
* This will give the output of the index.js file in the terminal/cmd.
* To exit the node environment, press ctrl+c 2 times or press ctrl+D typed ‘.exit’.

**NPM (Node Package Manager)**

NPM is the world's largest software library (registry). NPM is also a software package manager and installer. The registry contains over 800,000 code packages. Open-source Developers use npm to share software. Many organizations also use npm to manage private development. NPM is free to use. You can download all npm public software packages without any registration or log-on. NPM includes a CLI command line interface that can be used to download and install software.

Install a package from npm:

1. > npm install package\_name

installing npm:

NPM is installed with node JS. This means that you have to install nodejs to get npm installed on your computer.

**NPM v/s NPX**

NPM is a package management that is used to install, uninstall and update JavaScript packages on your workstation, whereas NPX is a package executor that is used to directly execute JavaScript packages without installing them. The downside of using NPM is that it may be outdated like as we might have installed some package previously on our system and there is a newer version available with bug fixed, new features and etc, but we are still using the older version that we have installed previously with NPM and we don't even know that there might be a newer version of that package published. But NPX always executes the latest version from the library because it directly check the latest version on library and execute it without installing it. that's why it is recommended to create React project using NPX .We could create React app using NPM by installing it globally once in our system and using that installed version to create react app as many as we want, but we can left behind using the latest version.

**Setup/Create a Project using Node.js**

We should always create a new folder for every project we create.

2 commands to create a node project

* + npm init
  + npm init -y

whichever you use, both will create a package.json file automatically which will contain all the information about the project like project name, project dependencies, other packages used by project etc.

It is just that that the npm init command will ask every detail about the project from developer and feed it into package.json file but npm init -y won't ask anything from developer and will create all details with default value eg. choosing package name as of the folder name currently we are in it.

In the package.json file, the main key is specified as index.js because it is the root and main file where we are going to write our code in. But it hasn't been created by npm automatically. Only package..json is created. So we have to create the index.js manually. So now we have got 2 files (index.js and package.json) in our project folder. If we edit the value of test key in package.json to “node index.js” and we type “npm test” in cmd. It will run that script inside package.json file which is executing the index.js file. So finally it will execute the index.js

**CommonJS v/s ECMAscript Modules [require v/s import/export]**

<https://www.youtube.com/watch?v=bU69doALJGU>

It is important to learn the module side of node JS because React uses modules to import component but nodejs uses common JS by default. So to utilise the module version of node JS, we have to add a “type” key to the package Jason file and specify its value to “module”. If there is no “type” key in package.json, that means the type is commonJS.

Change it to module like that:

“type”: “module

Node JS uses commonJS by default in the backend coding.

|  |  |
| --- | --- |
| **CommonJS (by default)** | **Module** |
| “type”: “commonjs" | “type”: “module” |
| require() | Import/export |

Type of Packages in NPM

1. Predefine packages
2. 3rd party packages
3. user define packages (build & release npm packages)

Package Installation :

1. Globally
2. Locally

* If the package is installed globally, then that package can’t have different versions for different applications/projects.
* By installing the package locally, we can ensure that each program can have its local package of the desired version. When we install a package globally, we just need Internet for that installation. In future we can create or inherit package in our project from that previously installed package. But installing locally required Internet connection every time we install it because it is getting that package’s latest version from the Internet.
* Global packages have advantages too, they can directly run in cmd using node without first opening the project and some packages only run globally and won’t execute locally that does not depend on a project.

Types of Dependencies

1. Project dependencies (mostly installed locally. Package.json records it)
2. Developer dependencies (mostly installed globally, eg . nodemon)

Others :

1. Peer dependencies
2. Optional dependencies
3. Bundled dependencies.

When project is finally build and ready to get live, all project dependencies are bundled together in the project, but developer dependencies are not, because those will just cause project to become more heavier if any dependency/package recorded in package.json, it will be bundled together in the final build of the project, so it is necessary to always install all developer dependencies globally

**Local Installation :**

> npm install package\_name

**Global Installation :**

> npm install package\_name -g

**Unistall package:**> npm uninstall package\_name

sometimes -f is used to forcefully install a package.

When a package is installed locally, its name & version is recorded in the package.json file.

But when a package is installed globally. It doesn't get recorded in the package Jason, the global install package can be found at

> C:\Users\your\_pc\_name\Appdata\Roaming\npm

Locally installed packages (aka project dependencies) are found in the node\_modules directory within your project.

**Package.json v/s Package-lock.json**

Package.json : This file is primarily used for managing and documenting metadata about the project. Including its name, version, author, dependencies, scripts and other configuration details, it acts as a manifest for the project.

Package-lock.json : This file is generated and updated automatically by npm when installing or updating packages. It is used to lock the exact version of dependencies installed in the project, ensuring reproducibility and consistent installation across different environments.

**React**

React Basics : <https://www.youtube.com/@CodeSketched/videos>

React is a free and open source front end JavaScript library for building user interfaces based on components by Facebook Inc. It is maintained by Meta and a community of individual developers and companies. React can be used to develop single page, mobile or server rendered applications with frameworks like Next.js.

React was created to solve the “Ghost message” problem in Facebook. In early days of Facebook, when someone gets any notification or message on Facebook web page, even after reading the message, the notification icon shows number of unread messages until you refresh the page. After refresh, the notification of unread messages gets updated. To outcome this problem react introduced with component based programming. So whenever we interact with any component, only that specific component gets updated without needing to update the whole page. React has fast response than regular website because it doesn't refresh the page on every click. React is based on SPA Logic (Single Page Application).

eg : <https://www.niftytrader.in/> is made by React

Because React is component based, we don't have to make same HTML element for different page every single time.

We can just create a component of that and use import that component anywhere on the page.

Without React :

|  |  |  |  |
| --- | --- | --- | --- |
| **HOME** | **Gallery** | **ContactUs** | **AboutUs** |
| <header/> | <header/> | <header/> | <header/> |

With React :

|  |  |  |  |
| --- | --- | --- | --- |
| **HOME** | **Gallery** | **ContactUs** | **AboutUs** |
|  |  |  |  |

<header/>

(made the header only one time and used/imported in all pages. Any HTML element can be made once and use many times in page)