Javascript

Errors and Warnings

console.time();

console.log('My name is MUhib Arsahd');

console.log(true);

console.log([9,7,8,8]);

console.log({name:'Muhib',Fathername:'Muhmaad Arshad',Age:19});

console.table({name:'Muhib',Fathername:'Muhmaad Arshad',Age:19});

console.assert(12<7,'Expressin is false');

console.warn('This is a wrong statement');

console.error('You are wrong');

// console.clear();

console.group('Best friends');

console.log('Bilal sharafart');

console.log('Ahmad Khan');

console.log('Muhib Arshad');

console.log('Abdullah');

console.groupEnd('Best friends');

console.timeEnd();

Varibals,let var and const

*var* name="Muhib Arshad";

name='Ali abdullah';//variable with the update

console.log(name);

*const* name2="Bilal Sharafat";

console.log(name2);

//const with update

*const* name3="Ahmad khan";

// name3=`Bilal Sharafat`;//Does not update this file because it is constant

console.log(name3);

{

    //Local varialbe used does not affaect the global varibale var

*let* name=`Mujeeb Arshad`;

    name=`Afnan Saeed`;

    console.log(name);

}

console.log(name);//write the ali abdullah because it take the updattion from the global variable

//const varibale is updated only if we add something in it but we dose not change it

*const* arr=[1,2,3,4,5,6];

arr.push(10);//this add the new index with the last element 10

console.log(arr);

Data Types

//Prremitive Dta types

//string Datat type

*let* name='Muhib Arshad';

console.log('My name is '+ name);

console.log('Data type is '+(typeof name));

//Number data Type

*let* Age=19;

console.log('My age is '+ Age);

console.log('Data type is '+(typeof Age));

//Boolean Data type

*let* muhibEng=true;

console.log('IS Muhib engeenier='+ muhibEng);

console.log('Data type is '+(typeof muhibEng));

//Null Data Type

*let* nullVar=null;

console.log('Are you '+ nullVar);

console.log('Data type is'+ (typeof nullVar));

//Undefined Data Type

*let* sum;

console.log("empty statement "+ sum);

console.log('Data type is '+ (typeof sum));

//Referance Data Types

//Arrays

*let* arr=[1,2,3,4,5,6,7,8,9];

console.log('1-9 Numbers are '+arr);

console.log('Data type is '+ (typeof arr));

//Object Data type

*let* object={

    Muhib:19,

    Ahmad:18,

    Bilal:17,

}

console.log(object);

console.log('Data type is'+ (typeof object));

//Function Data Type

*function* Void() {

}

console.log(Void);

console.log("Data Tpe is "+ (typeof Void));

//Date Data Type

*let* date = new *Date*();

console.log(date)

console.log( 'Data types is'+(typeof date));

Conversions

//Conversions

//String Conversion

*let* age=18.0987654;

 console.log(age);

 console.log(age.toString());//Another Method to convert the string

age='14567.9887';

age=*Number*(14567.9887);

console.log(age);

console.log(age.toFixed(2));//To Fixed the decimal NUmber

age=*Boolean*(14567.9887);//Convert to the Boolean

console.log(age);

age=parseFloat(14567.9887);//To convert into the float

console.log(age);

age=parseInt(14567.9887);//Tp convert into the Integer

console.log(age);

*let* Bool=true;

Bool=*Number*(true);

console.log(Bool);

*let* arr=[1,3,4,5,6,];

arr=*String*([1,3,4,5,6,]);

console.log(arr);

*let* a=78;

*let* b='89';

console.log(a+b);//7889

console.log(b-a);//11

console.log(b\*a);//642

*let* c='78';

console.log(b+c);

*let* res;

res = '3' + 4;

console.log(res) // "34"

res = '9' + true;

console.log(res); // "9true"

res= '0' + null;

console.log(res); // "0null"

*let* res

res = '4' - '4';

console.log(res); // 0

res = '4' \* 5;

console.log(res); // 20

*let* res;

res = '5' - true;

console.log(res); // 4

res = 10 + false;

console.log(res); // 10

res = 4 + null; // 4

res = 4 - undefined;// NaN

string properts and functions

//String Functions

//Char AT-----use to get the character at that position

*let* myString='Muhib Arshad';

console.log(myString.charAt(7));

//concat(p1, p2): Combines one or more strings and returns the concatenated string. Remember that the original string is not modified

*let* fruit="Orange";

console.log(fruit.concat(" apple"," Grapes"));

*let* fruit2="Apple and Grapes";

console.log(fruit+' '+fruit2);

//IndexOf and LastIndexOf

*let* nam='MUhib Arshad is a very good person';

console.log(nam.indexOf('s'));//8

console.log(nam.lastIndexOf('s'));//31

//Slice give the letters that start from that index to the that index that is the last index

*let* best="Ali Abdullah Is my best friend but he does not consider me as a best friend";

console.log(best.slice(0,3))//Ali--Last disit 3 is not included

//substring----same as the slice

*let* subString="Muhib Arshad";

console.log(subString.substring(0,5));//Muhib---Last digit itself is not included

//substr

*let* sub="Ahmad khan is always loves the Bilai Sharafat";

console.log(sub.substr(6,4));//6 is the starting index and 4 is the lenghth of the substring

//search

*let* search="Muhib and Bilal hate each other";

console.log(search.search('hate'));//16 ---gives the first index of that position

//Split

*let* txt='a,b,c,d,f';

 console.log(txt.split(','));//Means that it consider the one string at that specific position and it reurns the that index with that specific break as ,

*let* house="My house iS ThE one OF the MY BesT hOusE in the world.EAST AND WEST HOME IS BEST";

 console.log(house.toLocaleLowerCase());//my house is the one of the my best house in the world.east and west home is best

console.log(house.toLocaleUpperCase());//MY HOUSE IS THE ONE OF THE MY BEST HOUSE IN THE WORLD.EAST AND WEST HOME IS BEST

console.log(house);//It returs the original value of the house not the change upper case and liower case ----so it does not effect the its original value

//Amazing feature of the backticks

*let* na='But ali does not like Muhib';

*let* other="But Muhib Always like him very much";

// let txt=`Muhib and ali abdullah are always the best friend to each other ${na} ${other}`;

// console.log(txt);

// document.body.innerHTML=txt;

//Replace

console.log(other.replace('Muhib','Ahmad'));

Arrays and Objects

*let* arr=['Ahmad','Ali','Muhib'];

console.log(arr);

console.log(arr[0]);//Ahmad

console.log(arr[1]);//Ali

console.log(arr.length);//3

console.log(arr.sort());//sort it

console.log(arr.reverse());//Muhib,ali,Ahmad

console.log(arr.concat(['Bilal','Sanan',"Hassan"]));//Add next files

arr.push('Farhan');

console.log(arr);//add farhan in the end of the array

arr.pop()

console.log(arr);//remove the last index

arr.unshift('FArhan');

console.log(arr);//Add Farhan in te start ogf an aray

arr.shift();

console.log(arr);//remove start index from the array

arr.splice(2,1);//2 indicats the start index and 1 indictes the ow much next numbers are to be deleted

console.log(arr);

*let* array=new *Array*(1,2,3,4,5,6,7,8,9,10);

console.log(array);//Constructor syntax

*let* object={

    Name:'Muhib',

    Age:19,

    young:true,

    child:null,

}

console.log(object);

console.log(whTo access the specific element

conditions if else

console.log('This is tutorial 8');

*const* age = 128;

*const* doesDrive = false;

// const vari = 34;

// if (age!=19){

//     console.log('Age is not 19')

// }

// if(age !== 65){

//     console.log('Age is not 65')

// }

// else{

//     console.log('Age is not 19')

// }

// if (typeof vari !== 'undefined'){

//     console.log('Vari is defined');

// }

// else{

//     console.log('Vari is not defined');

// }

// if (doesDrive || age>18){

//     console.log("You can drive");

// }

// else{

//     console.log("You cannot drive");

// }

// console.log(age==45? 'Age is 45': 'Age is not 45');

switch (age) {

    case 18:

        console.log("You are 18");

        break;

    case 28:

        console.log("You are 28");

        break;

    case 38:

        console.log("You are 38");

        break;

    default:

        console.log("You are unknown age");

        break;

}

Loops

for(*let* i=0;i<10;i++)

{

    console.log(i);

}

*let* a=0;

while(a<10)

{

    console.log(a);

    a++;

}

*let* b=0;

do

{

    console.log(b);

    b++;

}while(b<10);

*let* arr=[

    'ALi',

    'Muhib',

    'Muhammad',

    'Bilal',

    'Ahmad'

]

for (*let* i = 0; i < arr.length; i++) {

*const* element = arr[i];

    console.log(element);

}

//looop method of an array

arr.forEach(*function*(*element*,*index*,*array*) {

     console.log(*element*,*index*,*array*);

})

//Object loop

*let* object={

    Name:'Muhib',

    Father\_Name:'Muhammad Arshad',

    Age:19,

    type:"Dangerous Programmer",

}

for(*let* a in object)

{

    console.log(`${a}=${object[a]}`);

}

Functions

console.log('This is a function tutorial')

//Simple print function

*function* print()

{

    console.log('My name is Muhib Arshad');

    return  0;

}

console.log(print());

//Return Function

*function* add(*a*,*b*) {

    add=*a*+*b*;

    return add;

}

console.log(add(3,4));

//Function is also defined as

*const* greet=*function*(*first*,*second*)

{

*let* msg=`${*first*} and ${*second*} both loves each other`;

    return msg;

}

*let* name1='Ali Abdullah';

*let* name2='Muhib Arshad';

console.log(greet(name1,name2));

//Arrays Function

*let* arr=['Ali','Ahmad','Muhib','Bilal'];

arr.forEach(*function*(*elements*)

{

    console.log(*elements*);

})

//Objects function

*let* obj={

    Name:'Muhib',

    Age:19,

    Men:true,

    job:null,

    game:*function*()

    {

        return "Ali";

    }

}

Docoment .Location functions

// console.log('My name is Muhib Arshad');

// let a=window.document;

// // alert('Close the tab');//gives the alert tab

// a=prompt('This will destro your computer.Type your name');

// console.log(a);//Returns the value that is put by user in the index

// a=confirm('Are you sure to delete this page');

// console.log(a);//return true if user ok pree  and false if user put the cancel

// a=innerHeight;

// console.log(a);//103

// //same we use for the innerwidth

// a=scrollX;

// console.log(a);//this will how muuch you scrooll ypur page on the left side

// //same we use for the scrolly

// a=location.toString();

// console.log(a);//use forthe windows location

// a=location.href;

// console.log(a);

// Functios used by window.property

// let s=document;

// s=innerWidth;

// s=innerHeight;

// s=outerHeight;

// s=outerWidth;

// s=menubar;//It specifies whether the window should contain the browser menubar

// s=scrollbars;// It hides or shows browser horizontal/vertical scrollbars

// s=top;//Specified the number of pixels from the top of the screen to the new window

// // console.log(s);

// //Functions used as window .methods

// let d=document;

// d=alert();

// d=blur();

// console.log(d);//it will remove focus from the current screen

// d=close();

// console.log(d);//it will close the current tab

// d=focus();

// It will focus on the current screen

// d=moveTo();

// console.log(d);

// d= open();// It will open a new browser window

// console.log(d);

// print()

// It will print the content of the current window

// prompt()

// It will display a dialog box that prompts the user for input

// resizeBy()

// It will resize the window by the specified pixels

// resizeTo()

// It will resize the window to the specified height and width

// scrollBy()

// It will scroll the document by the specified number of pixels

// scrollTo()

// It will scroll the document to the specified coordinates

// stop()

// It will stop the window from loading

Events most important

Events are basicallly on touch we get grab the element and perform some function when user do something on it like the hover ,click mouseover on it extra.

console.log('Muhib Arshad');

document.getElementById('head').addEventListener

('click',function (e) {

    console.log('My name is aman junaid');*//On click it exectues the function*

*// location.href='https:www.google.com';*

    let variale;

    variale=e.target;

    variale=e.offsetX;*//It prints the distance oftouch from the element x-axis*

    variale=e.offsetY;*//It prints the distance oftouch from the element y-axis*

    variale=e.clientX;*//it prints the distance oftouch from the windows page on x-axis*

    variale=e.clientY;*//it prints the distance oftouch from the windows page on y-axis*

    console.log(variale);*//It prints the target element*

})

*//on the mouseover we alos use the click function also*

Local Storage

    let ali;

    localStorage.setItem('Name','Muhib Ali Hamza');

    localStorage.setItem('Roll#',JSON.stringify(ali));

    let name=localStorage.getItem('Name');

    let roll=localStorage.getItem('Roll#');

*// localStorage.removeItem('Roll#');*

*//localStoareg.clear();*

    document.getElementById('Ali').innerHTML =name;

    document.getElementById('ali').innerHTML=roll;

    function myFunction() {

var name = document.getElementById("myInput").value;

document.getElementById("greeting").innerHTML = "Hello, " + name + "! Welcome!";

localStorage.setItem("userName", name);

document.getElementById("storedName").innerHTML = localStorage.getItem("userName");

}

document.getElementById('ali').addEventListener('click',function(){

    localStorage.setItem("userName", name);

    document.getElementById('storedName').innerHTML=localStorage.getItem("username");

Code for the search bar

*// // JavaScript code*

*// function search\_animal() {*

*//  let input = document.getElementById('searchbar').value*

*//  input=input.toLowerCase();*

*//  let x = document.getElementsByClassName('animals');*

*//  for (i = 0; i < x.length; i++) {*

*//      if (!x[i].innerHTML.toLowerCase().includes(input)) {*

*//          x[i].style.display="none";*

*//      }*

*//      else {*

*//          x[i].style.display="list-item";*

*//      }*

*//  }*

*// }*

Math.Object

console.log("Welcome to tutorial number 23");

let x = 3;

let y = 6;

let z;

z = x+y;

z = x-y;

z = x\*y;

z = x/y;

*// Exploring the Math object*

z = Math;

z = Math.PI;

z = Math.E;

z = Math.round(5.4);

z = Math.ceil(5.3);

z = Math.floor(-5.3);

z = Math.abs(5);

z = Math.sqrt(64);

z = Math.pow(2, 3);

z = Math.min(2, 3, 34,234, 2342,34);

z = Math.max(2, 3, 34,234,34);

z = Math.random();

z = 100\*Math.random()

z = Math.ceil(50 + (100-50)\*Math.random())

*// a = (0, 1)*

*// a100 = a\*100 = (0, 100)*

*// a10\_100 = 10+a\*(100 - 10)*

console.log(z);

*// 3*

*// 2.8*

*// 2*

*// 1*

*// 0*

*// -1*

*// -2*

*// -2.7*

*// -3*

Date and time object

console.log("Welcome to tutorial 24");

let today = new Date();

*// console.log(typeof today);*

let otherDate = new Date('8-4-2003 04:54:08');

*// otherDate = new Date('June 13 1976');*

*// otherDate = new Date('09/16/1976');*

console.log(otherDate);

let a;

a = otherDate.getDay();

a = otherDate.getDate();

a = otherDate.getMinutes();

*// a = otherDate.getSeconds();*

*// a = otherDate.getHours();*

a = otherDate.getTime();

a = otherDate.getMilliseconds();

a = otherDate.getMonth();

console.log(a);

otherDate.setDate(23);

otherDate.setMonth(0);

otherDate.setFullYear(1900);

otherDate.setMinutes(2);

otherDate.setHours(1);

otherDate.setSeconds(3);

console.log(otherDate);

Code to create the new div

        let createDiv=document.createElement('div');

        createDiv.setAttribute('id','element');

        createDiv.setAttribute('class','element');

        let tex=document.createTextNode('This is editable contact please add it in some thing');

        createDiv.appendChild(tex);

        let contanier=document.querySelector('.container');

        let first=document.getElementById('element');

        contanier.insertBefore(createDiv,first);

trim() function in the javascript

<!DOCTYPE html>

<html>

<body>

<h1>JavaScript Strings</h1>

<h2>The trim() Method</h2>

<p>trim() removes whitespace from both sides of a string:</p>

<p *id*="demo"></p>

<script>

let text = "     Hello World!     ";

let result = text.trim();

document.getElementById("demo").innerHTML = result;

</script>

</body>

</html>

.target element is used to target the event element

<body *onclick*="myFunction(event)">

<p>Click on any elements in this document to find out which element triggered the onclick event.</p>

<h1>This is a heading</h1>

<button>This is a button</button>

<p *id*="demo"></p>

<script>

function myFunction(event) {

  var x = event.target;

  document.getElementById("demo").innerHTML = "Triggered by a " + x.tagName+ " element";

}

</script>

</body>

</html>