

JavaScript Notes .



JavaScript Notes

Welcome to my personal JavaScript notebook!

Here you'll store methods, functions, and examples that you discover while coding.

abc

1- STRING METHODS

Method	Description	Example	MDN Link
<code>.slice()</code>	Cuts a part of a string	<code>"hello".slice(1, 3)</code> → <code>"el"</code>	MDN - <u>slice()</u>
<code>.startsWith()</code>	Checks if a string starts with something	<code>"New!".startsWith("New!")</code> → <code>true</code>	MDN - <u>startsWith()</u>
<code>.charCodeAt()</code>	Returns the Unicode value of a character	<code>"A".charCodeAt(0)</code> → <code>65</code>	MDN - <u>charCodeAt()</u>
<code>String.fromCharCode()</code>	Converts Unicode to character	<code>String.fromCharCode(66)</code> → <code>"B"</code>	MDN - <u>fromCharCode()</u>
<code>.padStart()</code>	Adds padding to start of a string	<code>"5".padStart(2, "0")</code> → <code>"05"</code>	MDN - <u>padStart()</u>
<code>.split()</code>	Splits string into array based on separator	<code>"a,b,c".split(",")</code> → <code>["a","b","c"]</code>	MDN - <u>split()</u>
<code>.split("\n")</code>	Splits string by line breaks	<code>"a\nb\nc".split("\n")</code> → <code>["a","b","c"]</code>	MDN - <u>split()</u>
<code>.indexOf()</code>	Returns first index where character appears (-1 if not found)	<code>"hello".indexOf("l")</code> → <code>2</code>	MDN - <u>indexOf()</u>
<code>.lastIndexOf()</code>	Returns last index where character appears	<code>"hello".lastIndexOf("l")</code> → <code>3</code>	MDN - <u>lastIndexOf()</u>
<code>.includes()</code>	Checks if string contains substring	<code>"hello".includes("ll")</code> → <code>true</code>	MDN - <u>includes()</u>
<code>length</code>	Returns the number of	<code>"Hello".length</code> → <code>5</code>	MDN - <u>length</u>

Method	Description	Example	MDN Link
	characters in a string		
Counting occurrences	Counts how many times a character appears in a string	<code>countChar("hello","l")</code> → 2	-
<code>String(number)</code>	Converts number to string to access digits	<code>String(123)</code> → "123"	MDN – String()
Access characters by index	Access a character in a string	<code>"123"[1]</code> → "2"	MDN – String.prototype

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2- DATE METHODS

Method	Description	Example	MDN Link
<code>new Date()</code>	Creates a date object	<code>new Date()</code>	MDN – Date()
<code>.getDate()</code>	Returns the day of the month	<code>new Date().getDate()</code>	MDN – getDate()
<code>.getMonth()</code>	Returns month (0-11)	<code>new Date().getMonth() + 1</code>	MDN – getMonth()
<code>.getFullYear()</code>	Returns 4-digit year	<code>new Date().getFullYear()</code>	MDN – getFullYear()
<code>.getDay()</code>	Returns day of week (0-6)	<code>new Date().getDay()</code> → 3	MDN – getDay()
<code>.toLocaleString()</code>	Formats date/time according to locale	<code>new Date().toLocaleString("en-US")</code>	MDN – toLocaleString()

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3- NUMBER & MATH METHODS

Method	Description	Example	MDN Link
<code>Math.random()</code>	Generates random number between 0 and 0.999...	<code>Math.random()</code> → 0.734	MDN – Math.random()
<code>Math.floor()</code>	Rounds DOWN to nearest integer	<code>Math.floor(4.7)</code> → 4	MDN – Math.floor()
<code>.toString(base)</code>	Converts number to string in specified	<code>15.toString(16)</code> → "f" (hexadecimal)	MDN – toString()

Method	Description	Example	MDN Link
	base		
Random range pattern	Generate random integer in range	<code>Math.floor(Math.random() * 16)</code> → 0-15	-

4- OPERATORS & SYNTAX

Concept	Description	Example
<code>==</code>	Loose equality (converts types before comparing)	<code>5 == "5"</code> → true
<code>===</code>	Strict equality (checks type and value)	<code>5 === "5"</code> → false
<code>!=</code>	Strict inequality (checks if not equal in type/value)	<code>5 != "5"</code> → true
<code>+</code>	Adds numbers or joins strings	<code>"Hello " + "World"</code>
<code>-</code>	Subtraction	<code>10 - 3</code> → 7
<code>/</code>	Division	<code>10 / 2</code> → 5
<code><</code>	Less than comparison	<code>5 < 10</code> → true
<code>>=</code>	Greater than or equal to	<code>amount >= coin</code> → true/false
<code>++</code>	Increment by 1	<code>let x = 0; x++</code> → 1
<code>-=</code>	Subtract and assign	<code>amount -= coin</code> → subtracts coin from amount
<code>+=</code>	Add and assign (concatenate for strings)	<code>str += char</code> → appends char to str
<code>⇒</code>	Arrow function syntax	<code>const add = (a,b) ⇒ a + b;</code>
<code>\${}</code>	Template literals (insert variables)	<code>Hello \${name}</code>
<code>!</code>	Logical NOT (reverses boolean)	<code>!true</code> → false
<code>&& / `</code>		'
<code>%</code>	Modulo operator (remainder)	<code>4 % 2 == 0</code> → true
Counting pattern	Use variable to accumulate results in loop	<code>let count=0; count++</code>
Tracking max/min	Store largest/smallest value in loop	<code>let max=arr[0]; if(arr[i]>max) max=arr[i];</code>
Nested if-else	Multiple conditions within conditions	<code>if(x){if(y){...}else{...}}</code>

Concept	Description	Example
Early return pattern	Return immediately when condition is met	<code>if(condition) return result;</code>

5- ARRAY METHODS

Method	Description	Example	MDN Link
<code>.map()</code>	Creates a new array by applying a function to each element	<code>[1,2,3].map(n => n*2)</code> → <code>[2,4,6]</code>	MDN - map()
<code>.filter()</code>	Keeps elements that pass a test	<code>[1,2,3,4].filter(n => n%2==0)</code> → <code>[2,4]</code>	MDN - filter()
<code>.forEach()</code>	Runs a function on each element	<code>[1,2,3].forEach(n => console.log(n))</code>	MDN - forEach()
<code>.find()</code>	Returns first element matching condition	<code>[3,6,9].find(n=>n>5)</code> → <code>6</code>	MDN - find()
<code>.reduce()</code>	Reduces array to single value	<code>[1,2,3].reduce((a,b)=>a+b,0)</code> → <code>6</code>	MDN - reduce()
<code>.sort()</code>	Sorts array elements	<code>[3,1,2].sort()</code> → <code>[1,2,3]</code>	MDN - sort()
<code>.push() / .pop()</code>	Add/remove from end	<code>arr.push(4) / arr.pop()</code>	MDN - push()
<code>.shift() / .unshift()</code>	Remove/add from start	<code>arr.shift() / arr.unshift(0)</code>	MDN - shift()
<code>.every()</code>	Tests if ALL elements pass condition	<code>[2,4,6].every(n=>n%2==0)</code> → <code>true</code>	MDN - every()
<code>.join()</code>	Joins array elements into string	<code>["a","b","c"].join("")</code> → <code>"abc"</code>	MDN - join()
<code>.includes()</code>	Checks if array contains element	<code>[1,2,3].includes(2)</code> → <code>true</code>	MDN - includes()
<code>Array.from()</code>	Creates array from object with length	<code>Array.from({length: 3})</code> → <code>[undefined, undefined, undefined]</code>	MDN - Array.from()
<code>array.push()</code>	Add element dynamically	<code>secondArray.push(j)</code>	MDN - push()
<code>slice(start, end)</code>	Get portion of array	<code>arrays.slice(1)</code> → all except first element	MDN - slice()

Method	Description	Example	MDN Link
Spread operator <code>...</code>	Spread elements of array into new array	<code>[newStr, ...arrays.slice(1)]</code>	MDN – spread operator

🎯 6- OBJECT METHODS

Method	Description	Example	MDN Link
<code>Object.keys()</code>	Returns array of object's property NAMES	<code>Object.keys({a:1, b:2})</code> → <code>["a","b"]</code>	MDN – Object.keys()
<code>.hasOwnProperty()</code>	Checks if object has specific property	<code>obj.hasOwnProperty("name")</code> → true/false	MDN – hasOwnProperty()
<code>obj[key]</code>	Access object property value using variable	<code>obj["name"]</code> → accesses <code>obj.name</code>	MDN – Property accessors
<code>.length</code> on <code>Object.keys()</code>	Get number of properties in object	<code>Object.keys(obj).length</code> → 3	-
Compare objects pattern	Check if two objects are equal	<code>Object.keys(a).every(k ⇒ a[k] === b[k])</code>	-

🔄 7- LOOPS & NESTED LOOPS

Concept	Description	Example
Nested loops	Loop inside a loop to process sub-elements	<code>for(i...){for(j...){...}}</code>
While loop	Repeats while condition is true	<code>while(amount >= coin){amount -= coin;}</code>
Loop 1→N inclusive	Loop from 1 to N	<code>for(i=1;i<=5;i++){...}</code>
Compare arrays manually	Check if arrays are equal by looping	<code>arraysAreEqual([1,2],[1,2])</code> → true
Loop with early return	Return from function as soon as condition is met	<code>if(condition) return result;</code>
Process 2D arrays	Parse CSV-like data with nested loops	<code>for(i=0; i<rows.length; i++) {row.split(" ")}</code>

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Concept	Description	Example	MDN Link
Access digits in number	Convert number→string to manipulate digits	<code>let str=String(12); str[0]="\$"</code>	MDN – String()
Replace digit	Modify a character in number string	<code>"12"[1]="9" → "19" (via new string)</code>	MDN – String.prototype
Combine modified element + rest	[newStr, ...arrays.slice(1)]	<code>["\$2", 5, 44]</code>	MDN – spread operator
Generate hex color	Create random color codes using base 16	<code>"#" + Math.floor(Math.random()*16).toString(16)</code>	-

9- BUILT-IN JAVASCRIPT OBJECTS & NAMING

Object	Description	Example	MDN Link
<code>String</code>	Built-in object for string operations	<code>String(123) → "123"</code>	MDN – String
<code>Number</code>	Built-in object for number operations	<code>Number("42") → 42</code>	MDN – Number
<code>Array</code>	Built-in object for array operations	<code>Array.from({length: 3})</code>	MDN – Array
<code>Object</code>	Built-in object for object operations	<code>Object.keys({a:1}) → ["a"]</code>	MDN – Object
<code>Math</code>	Built-in object for mathematical operations	<code>Math.floor(4.7) → 4</code>	MDN – Math
<code>Date</code>	Built-in object for date/time operations	<code>new Date()</code>	MDN – Date
<code>Boolean</code>	Built-in object for boolean operations	<code>Boolean(0) → false</code>	MDN – Boolean
<code>JSON</code>	Built-in object for JSON parsing/stringifying	<code>JSON.parse('{"a":1}')</code>	MDN – JSON
<code>console</code>	Built-in object for debugging output	<code>console.log("debug")</code>	MDN – console

⚠️ Naming Best Practices

NEVER use built-in object names as variable or parameter names!

 BAD	 GOOD	Why
<code>function test(String){...}</code>	<code>function test(str){...}</code>	<code>String</code> is a built-in object
<code>let Array = [1,2,3]</code>	<code>let arr = [1,2,3]</code>	<code>Array</code> is a built-in object
<code>let Number = 42</code>	<code>let num = 42</code>	<code>Number</code> is a built-in object
<code>let Object = {a:1}</code>	<code>let obj = {a:1}</code>	<code>Object</code> is a built-in object
<code>let Date = new Date()</code>	<code>let date = new Date()</code>	<code>Date</code> is a built-in object

Recommended variable names:

- For strings: `str`, `text`, `input`, `message`, `name`
- For numbers: `num`, `count`, `total`, `value`, `amount`
- For arrays: `arr`, `list`, `items`, `values`, `data`
- For objects: `obj`, `config`, `options`, `props`, `data`

 **Why this matters:** Using built-in object names as variables overwrites their default behavior and causes errors throughout your code.



10- COMMON PATTERNS & ALGORITHMS

Pattern	Description	Example
Alphabetical sorting	Split string into chars, sort, join back	<code>"HELLO".split("").sort().join("")</code> → <code>"EHLLO"</code>
Vowel counting	Loop through string and check if char is in vowels array	<code>vowels.includes(char)</code>
Greedy algorithm	Make locally optimal choice at each step (coin change)	<code>while(amount >= coin){amount -= coin}</code>
Remove duplicates	Build new string by checking if char already exists	<code>if(!result.includes(char)) result += char</code>
Find first unique char	Use <code>indexOf</code> and <code>lastIndexOf</code> to check uniqueness	<code>if(str.indexOf(char) === str.lastIndexOf(char))</code>
Leap year calculation	Check if year is divisible by 4, 100, 400	<code>`year%4==0 && (year%100!=0 year%400==0)`</code>
CSV parsing	Split string by newlines, then by commas	<code>csv.split("\n").map(row => row.split(","))</code>
Check all array elements	Use <code>.every()</code> to verify all meet condition	<code>arr.every(n => n%2==0)</code>
Object comparison	Compare two objects key by key	<code>Object.keys(a).every(k => a[k]==b[k])</code>

Pattern	Description	Example
Random generation	Generate random values in specific range	<code>Math.floor(Math.random() * max)</code>