# Study Guide: JavaScript

w3schools is an excellent reference for JavaScript: <http://www.w3schools.com/jsref/default.asp>

JavaScript Functions and Attributes

**Global**

1. **parseInt()** – parse a string to convert to an integer
2. **parseFloat()** – parse string to convert to a floating point number

**Date**

var d = new Date();

1. **getDate()** – used to retrieve the date of the month(1 to 31)
2. **getDay()** – used to retrieve the day of the week(0 to 6)
3. **getFullYear()** – full year of the date (1000 to 9999)
4. **getHours()** – returns the hour of the specified date and time(0 to 23)
5. **getMinutes()** – returns minute of the date inputted ( 0 to 59)
6. **getMonth()** – specifies the month of a given date and time ( 0 to 11)

**Math**

1. **Math.round( x )** – rounds up a number to the nearest integer, following the rules of the rounding off a number in maths

**Number**

1. **toFixed( x )** – converts a string to number with keeping the number of decimals intact(specify the number of decimals)

**String**

1. **indexOf()** – basically to check a substring, but this returns the value of the position of the substring, where it is found.
2. **substr( x, y )** – extracts a substring when given the specified position and the length of the characters
3. **length** – number of characters in a string

**Window**

1. **alert()** – a alert window on action with specified text
2. **confirm()** – a confirmation dialogue box
3. **location** – location object of the current window – the object has properties like URL, port, hash, origin, etc
4. **open()** – to open a new browser window
5. **prompt()** – a way to get input but through a dialogue box

**HTML**

1. **innerHTML** – to write HTML as a string and the browser parses the string as HTML and renders it in the window
2. **value** – it can be used for various tags in HTML; input box – initial value, <li> - value of the list item and etc.
3. **write()** – to write HTML or javascript to the document object

**Events**

1. **onclick** – allows to put logic or series of steps that would be executed on the click of the specified button.
2. **onload** – it allows the developer to put in some logic for the event when a specified object is loaded.