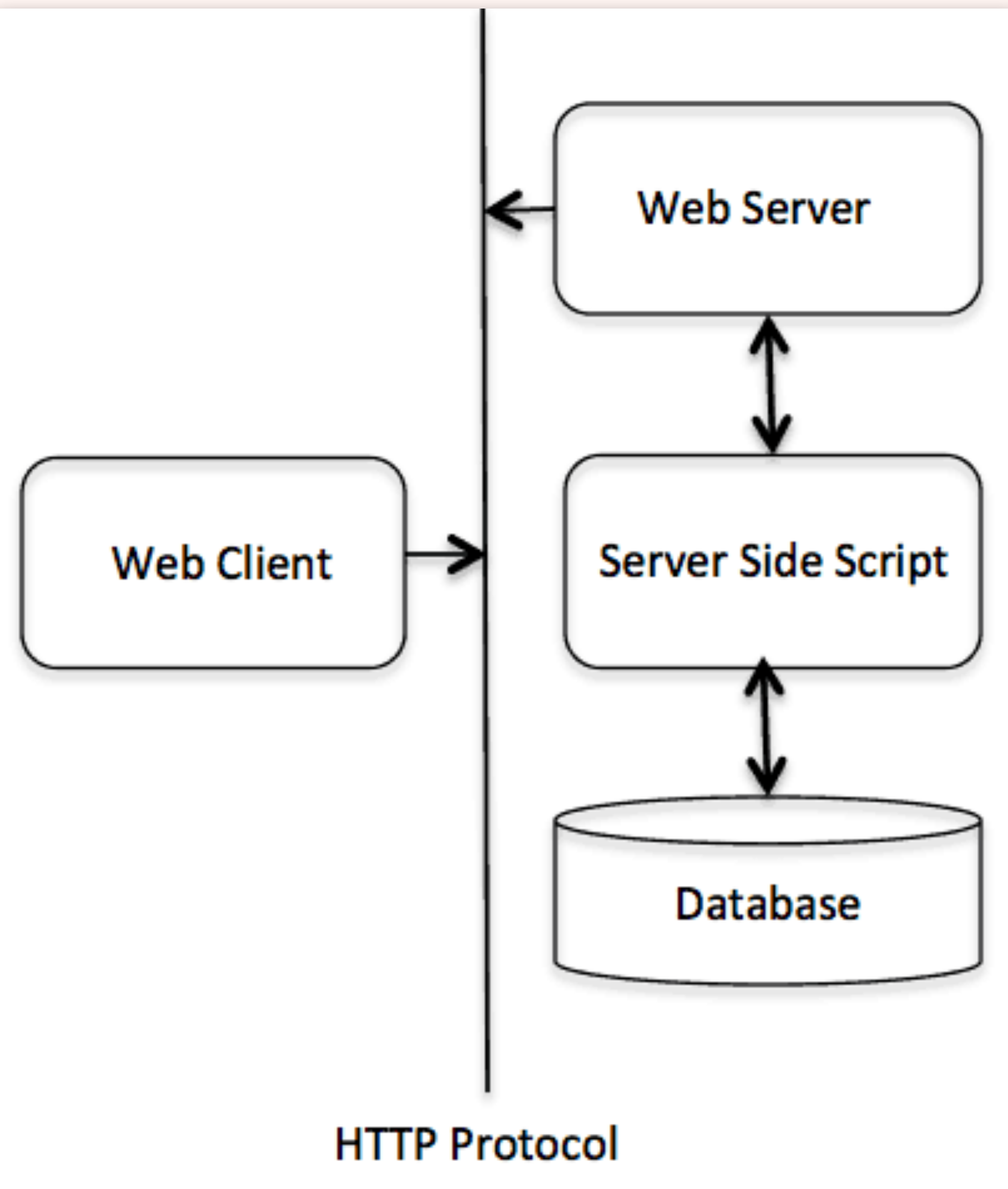

JAVASCRIPT

HTTP

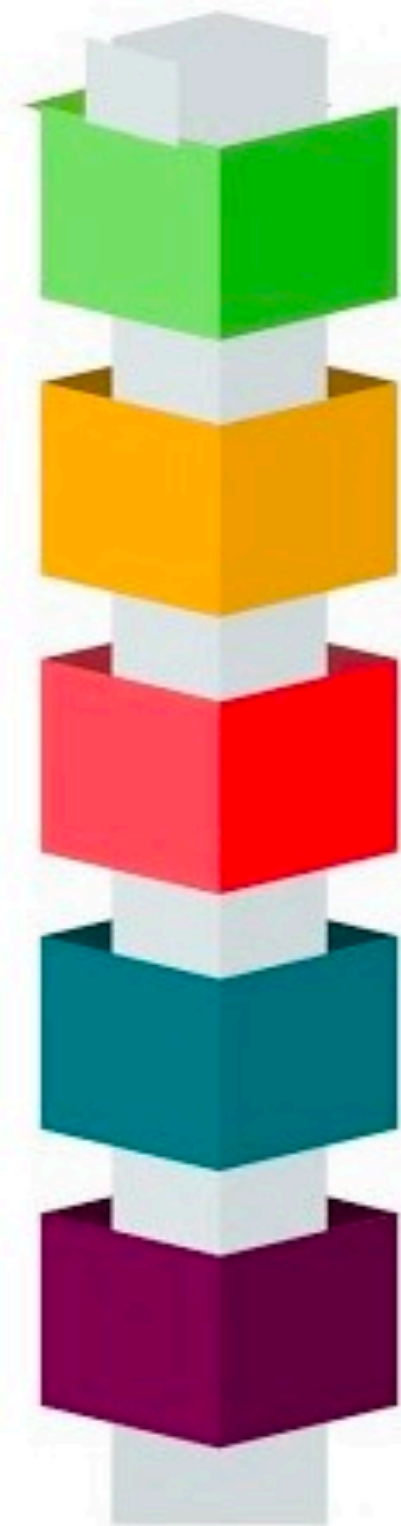
- HTTP - Hyper Text Transfer Protocol
 - Communication between clients and servers is done by requests and responses:
 - A client (a browser) sends an HTTP request to the web
 - An web server receives the request
 - The server runs an application to process the request
 - The server returns an HTTP response (output) to the browser
 - The client (the browser) receives the response
-



HTTP REQUEST METHODS

- **GET** - requests a representation of the specified resource. Requests using GET should only retrieve data.
 - **POST** - sends data to the server. The type of the body of the request is indicated by the Content-Type header.
 - **HEAD** - requests the headers that are returned if the specified resource would be requested with an HTTP GET method.
 - **PUT** - method creates a new resource or replaces a representation of the target resource with the request payload.
 - **PATCH** - method applies partial modifications to a resource.
-

HTTP Status Codes



1XX
INFORMATIONAL

2XX
SUCCESS

3XX
REDIRECTION

4XX
CLIENT ERROR

5XX
SERVER ERROR

REGULAR EXPRESSIONS

- Regular expression is an object that describes a pattern of characters.
 - To perform powerful pattern-matching and search-and-replace functions on text.
 - Two ways: **new RegExp(pattern, attributes)** or **/pattern/attributes**
 - **pattern** – A string that specifies the pattern of the regular expression or another regular expression.
 - **attributes** – An optional string containing any of the "g", "i", and "m" attributes that specify global, case-insensitive, and multi-line matches, respectively.
-

REGEXP METHODS

➤ **.test()** - searches a string for a pattern, and returns true or false, depending on the result.

➤

- `\d` Any digit character
- `\w` An alphanumeric character (“word character”)
- `\s` Any whitespace character (space, tab, newline, and similar)
- `\D` A character that is *not* a digit
- `\W` A nonalphanumeric character
- `\S` A nonwhitespace character
- `.` Any character except for newline

➤

```
1 console.log(/abc/.test("abcde"));
2 // → true
3 console.log(/abc/.test("abxde"));
4 // → false
```

➤

```
1 console.log(/[0123456789]/.test("in 1992"));
2 // → true
3 console.log(/[0-9]/.test("in 1992"));
4 // → true
```

➤

```
let dateTime = /\d\d-\d\d-\d\d\d\d \d\d:\d\d/;
console.log(dateTime.test("01-30-2003 15:20"));
// → true
console.log(dateTime.test("30-jan-2003 15:20"));
// → false
```

STRING METHODS

➤ **.replace()** - replaces a specified value with another value in a string.

➤

```
console.log("Borobudur".replace(/[ou]/, "a"));  
// → Barobudur  
console.log("Borobudur".replace(/[ou]/g, "a"));  
// → Barabadar
```

➤ **.search()** - to search for a match, and returns the position of the match. Returns the first index on which the expression was found, or -1 when it wasn't found.

➤

```
1 console.log("  word".search(/\S/));  
2 // → 2  
3 console.log("    ".search(/\S/));  
4 // → -1
```

➤ **.match()** - find *all* matches of the pattern in the string and return an array containing the matched strings.

➤

```
1 console.log("Banana".match(/an/g));  
2 // → ["an", "an"]
```

PATTERNS

<code>/abc/</code>	A sequence of characters
<code>/[abc]/</code>	Any character from a set of characters
<code>/[^abc]/</code>	Any character <i>not</i> in a set of characters
<code>/[0-9]/</code>	Any character in a range of characters
<code>/x+/</code>	One or more occurrences of the pattern <code>x</code>
<code>/x+?/</code>	One or more occurrences, nongreedy
<code>/x*/</code>	Zero or more occurrences
<code>/x?/</code>	Zero or one occurrence
<code>/x{2,4}/</code>	Two to four occurrences
<code>/(abc)/</code>	A group
<code>/a b c/</code>	Any one of several patterns
<code>/\d/</code>	Any digit character
<code>/\w/</code>	An alphanumeric character (“word character”)
<code>/\s/</code>	Any whitespace character
<code>/./</code>	Any character except newlines
<code>/\b/</code>	A word boundary
<code>/^/</code>	Start of input
<code>/\$/</code>	End of input
