

1 JavaScript Strings

What is a String?

A **string** is text written inside **quotes**.

Create Strings

```
let name = "Jaspreet";
```

```
let city = 'Delhi';
```

✓ JavaScript allows **single (')** and **double (" ")** quotes.

String Length

```
let text = "Hello World";
```

```
console.log(text.length); // 11
```

2 JavaScript String Templates (Template Literals)

Template literals use **backticks ()**

They allow:

- Variables inside strings
- Multi-line strings

Example: Variables inside string

```
let name = "Aman";
```

```
let age = 20;
```

```
let msg = ` My name is ${name} and I am ${age} years old` ;  
console.log(msg);
```

Output

My name is Aman and I am 20 years old

Example: Multi-line string

```
let text = `Hello  
Welcome  
To JavaScript`;  
console.log(text);
```

✓ Much easier than normal strings.

3 JavaScript String Methods

String methods help **modify or read strings**.

- ◆ **toUpperCase()**

```
let text = "hello";  
console.log(text.toUpperCase());
```

Output:

HELLO

- ◆ **toLowerCase()**

```
let text = "HELLO";  
console.log(text.toLowerCase());
```

- ◆ **trim()**

Removes extra spaces

```
let text = " hello ";  
console.log(text.trim());
```

- ◆ **slice(start, end)**

Extract part of string

```
let text = "JavaScript";  
console.log(text.slice(0, 4)); // Java
```

- ◆ **replace()**

```
let text = "I like PHP";  
console.log(text.replace("PHP", "JavaScript"));
```

- ◆ **split()**

Converts string to array

```
let text = "apple,banana,mango";  
let arr = text.split(",");  
console.log(arr);
```

- ◆ **charAt()**

```
let text = "Hello";  
console.log(text.charAt(1)); // e
```

JavaScript String Search

Used to **find text inside a string**.

- ◆ **indexOf()**

```
let text = "Hello World";
```

```
console.log(text.indexOf("World")); // 6
```

Returns **-1 if not found**

◆ **lastIndexOf()**

```
let text = "Hello Hello";  
console.log(text.lastIndexOf("Hello")); // 6
```

◆ **includes()**

```
let text = "JavaScript is easy";  
console.log(text.includes("easy")); // true
```

◆ **startsWith()**

```
let text = "Hello World";  
console.log(text.startsWith("Hello")); // true
```

◆ **endsWith()**

```
console.log(text.endsWith("World")); // true
```

5 JavaScript String Reference (Important Points)

◆ **Strings are Immutable**

You **cannot change** characters directly.

```
let text = "Hello";  
text[0] = "Y"; // won't change
```

Correct way:

```
text = "Yello";
```

◆ Strings as Objects

```
let x = "John";      // string  
let y = new String("John"); // object
```

⚠ Avoid new String() — causes confusion.

◆ Escape Characters

```
let text = "He said \"Hello\"";
```

Escape Meaning

- ' single quote
 - " double quote
 - \ backslash
-

Real-Life Use Example

Check email format

```
let email = "test@gmail.com";
```

```
if (email.includes("@")) {  
    console.log("Valid email");  
} else {  
    console.log("Invalid email");  
}
```

JavaScript Number

1 JavaScript Numbers

What is a Number?

In JavaScript, **numbers include integers and decimals**.

```
let a = 10; // integer
```

```
let b = 10.5; // decimal
```

✓ JavaScript has **only one number type** (no int, float, double separately).

Numbers with Exponent

```
let x = 5e3; // 5 × 1000
```

```
let y = 5e-3; // 0.005
```

Numbers as Strings

```
let x = "10";
```

```
let y = 5;
```

```
console.log(x + y); // "105"
```

2 JavaScript Number Methods

Used to **convert and format numbers**.

◆ **toString()**

```
let x = 10;
```

```
console.log(x.toString());
```

◆ **toFixed(n)**

Rounds number to n decimals

```
let x = 3.456;  
console.log(x.toFixed(2)); // 3.46
```

◆ **toPrecision(n)**

```
let x = 123.456;  
console.log(x.toPrecision(4)); // 123.5
```

◆ **Number()**

Convert value to number

```
Number("10"); // 10  
Number(true); // 1  
Number(false); // 0
```

◆ **parseInt()**

```
parseInt("10.5"); // 10
```

◆ **parseFloat()**

```
parseFloat("10.5"); // 10.5
```

◆ **isNaN()**

Checks Not-a-Number

```
isNaN("Hello"); // true
```

- ◆ **isFinite()**

```
isFinite(10); // true
```

```
isFinite(Infinity); // false
```

3 JavaScript Number Properties

Properties belong to the **Number object**.

- ◆ **Number.MAX_VALUE**

```
Number.MAX_VALUE;
```

- ◆ **Number.MIN_VALUE**

```
Number.MIN_VALUE;
```

- ◆ **Number.POSITIVE_INFINITY**

```
Number.POSITIVE_INFINITY;
```

- ◆ **Number.NEGATIVE_INFINITY**

```
Number.NEGATIVE_INFINITY;
```

- ◆ **Number.NaN**

```
Number.NaN;
```

- ◆ **Number.EPSILON**

Smallest difference between numbers

```
Number.EPSILON;
```

4 JavaScript Number Reference (Important Rules)

◆ Precision Problem

```
let x = 0.1 + 0.2;  
console.log(x); // 0.3000000000000004
```

✓ Solution:

```
let x = (0.1 * 10 + 0.2 * 10) / 10;
```

◆ NaN

```
let x = 100 / "Hello";  
console.log(x); // NaN
```

◆ Infinity

```
let x = 2 / 0;  
console.log(x); // Infinity
```

◆ Numbers as Objects (avoid)

```
let x = new Number(10);  
  
⚠ Use only:  
let x = 10;
```

5 JavaScript Bitwise Operators

Bitwise works on **binary (0 & 1)**.

Operator Name

& AND

| OR

^ XOR

~ NOT

<< Left Shift

>> Right Shift

Examples

AND (&)

5 & 1; // 1

OR (|)

5 | 1; // 5

XOR (^)

5 ^ 1; // 4

Left Shift (<<)

5 << 1; // 10

Right Shift (>>)

5 >> 1; // 2

Real Use

Used in:

- Permissions

- Low-level calculations
 - Performance-critical apps
-

6 JavaScript BigInt

Used for **very large numbers**.

Create BigInt

Add n at end:

```
let big = 123456789012345678901234567890n;
```

BigInt Operations

```
let a = 10n;  
let b = 20n;  
console.log(a + b); // 30n
```

BigInt + Number not allowed

```
10n + 5; // Error
```

✓ Convert:

```
10n + BigInt(5);
```
