

Phase 4

Total session 9

Day 3 : 19 Jan 2024

Frontend technologies

JavaScript pre defined Basic Object

1. Array : but in Java Script array is use to store same as well as different type of values.

Syntax to create the array object

let obj1 = []; literal style object creation

let obj2 = new Array(); creating memory using new keyword.

in JS array is known as dynamic in memory data types.

2. String

3. Date

4. Math.PI, Math.E, Math.sqrt(2)

Etc

Creating user defined objects.

In JavaScript we can create user defined object using 3 ways.

1. Literal style JSON
2. Function style From ES5 in react Js we are using function style object to create the components.
3. Class style From ES6 in Angular we are using class style object to create the components.

Class style object creation provide constructor concept.

Constructor is type of special function which help to create the memory.

1. In JS while creating constructor we need to write the function with name as constructor.
- 2.

JavaScript class style. Class must be contains only constructor and function no variables. Because inside constructor only we assign the value for instance variable or we create the instance variable. In js we can write more than one constructor. It can be empty or parameter. But not both.

Synchronous and Asynchronous communication

Synchronous on statement level

```
document.write("1st");  
document.write("2nd");  
document.write("3rd");
```

Asynchronous on statement level

```
document.write("1st");  
    document.write("2nd");    asyn  
    document.write("3rd");    asyn
```

Synchronous function call

Fun1();

Fun2();

Fun3();

ASynchronous function call

Fun1(); aync

Fun2(); Asyn

Fun3();

Synchronous communication

1st

2nd

3rd

Client

Server

Asynchronous communication

1st

2nd

3rd

Client

Server

Ajax : Asynchronous JavaScript and XML.

To make our code as asynch JavaScript provided

Pre defined function ie

`setTimeout()` : two parameter. 1st parameter Callback and 2nd time in millisecond format.

Only once after specific time.

`setInterval()` : it will execute again and again after specific time.

`clearInterval()`