```
Bootstrap
   Pagination
   Popover
   Accordion
   Toast
Javascript
   Intro
   Variables
   var vs let
   Operators
   Control Statements
   Functions
      Named functions
      Arrow functions
      Constructor function
   Passing Parameters to functions
      Rest parameters
      Optional parameters
      Default parameters
   Prototype & Prototype chaining
   JSON
   JSON Server
   Promises
   Async Await
Pagination
   pagination
   page-item
   page-link
                   lg
   pagination-sm md
<a href="#" class="page-link">&laquo;</a>
      <a href="#" class="page-link">1</a>
      <a href="#" class="page-link">2</a>
```

```
<a href="#" class="page-link">3</a>
           <a href="#" class="page-link">4</a>
           <a href="#" class="page-link">5</a>
           <a href="#" class="page-link">&raquo;</a>
           Collapse
           /Accordian
     - collapse
     - accordian
     - multi-collpase
     data-toggle = "collapse"
     - data-target = ""
<body>
   <div class="container mt-5">
       <!--
       <div class="accrodian" id = "parentDiv">
           <div class="card">
              <div class="card-header">
                  <div class="h2">
                      <button class="btn btn-link"</pre>
                             data-toggle = "collapse"
                             data-target = "#div1">Section 1</button>
                  </div>
              </div>
           </div>
           <div class="card">
              <div class="card-header">
                  <div class="h2">
                      <button class="btn btn-link"</pre>
                             data-toggle = "collapse"
                             data-target = "#div2">Section 2</button>
                  </div>
              </div>
           </div>
           <div class="card">
              <div class="card-header">
                  <div class="h2">
                      <button class="btn btn-link"</pre>
                             data-toggle = "collapse"
                             data-target = "#div3">Section 3</button>
                  </div>
              </div>
           </div>
           <div class="collpase" id = "div1" data-parent = "#parentDiv">
```

```
<div class="card-body">
    Section 1 <br>
```

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```
</div>
</div>
</div>
-->
```

```
>
            <button class="btn btn-outline-secondary"</pre>
                    data-toggle = "collapse"
                    data-target = "#div1">Toggle First Element</button>
            <button class="btn btn-outline-secondary"</pre>
                    data-toggle = "collapse"
                    data-target = "#div2">Toggle Second Element</button>
            <button class="btn btn-secondary"</pre>
                        data-toggle = "collapse"
                        data-target=".multi-collapse">Toggle both
elements</button>
        <div class="row">
            <div class="col">
                <div class="collapse multi-collapse" id = "div1">
                    <div class="card card-body">
                        First Element 
                        >Justo magna dolores kasd consetetur sadipscing no
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labore dolor.
                    </div>
                </div>
            </div>
            <div class="col">
                <div class="collapse multi-collapse" id = "div2">
                    <div class="card card-body">
                        Second Element 
                        >Justo magna dolores kasd consetetur sadipscing no
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labore dolor.
                    </div>
                </div>
            </div>
        </div>
    </div>
</body>
Popovers
data-toggle = "popover"
title = ""
data-content = ""
data-placement = top right/left/bottom
data-trigger = "focus" -> dimissed when clicked outside
<body>
    <div class="container mt-5">
        <button class="btn btn-dark"</pre>
        data-toggle = "popover"
       data-title = "test-title"
       data-content = "Lorem et sed sadipscing nonumy sadipscing dolor clita
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```

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Amet rebum diam sea sit vero no stet."
       data-placement = "top"
        data-trigger = "focus"> Click Me</button>
    </div>
</body>
Tosts
    <script>
       $(document).ready(() => {
            $(".del-toast").click(() => {
                //$("#my_msg").toast({delay : 5000})
                $("#my_msg").toast({autohide : false})
                $("#my_msg").toast('show')
            })
        })
    </script>
<body>
    <div class="container mt-5">
        <button class="btn btn-outline-danger del-toast">Delete/button>
        <div class="toast m-auto" id="my_msg">
            <div class="toast-header">Record deleted <button class="close mb-2</pre>
ml-auto"
                    data-dismiss="toast">&times</button></div>
            <strong>Voluptua dolor takimata.
            <small>5min left</small>
            Ipsum ipsum sadipscing stet erat sadipscing. Ea duo gubergren
dolor consetetur erat ipsum, lorem at kasd
                sea ea dolor vero justo eirmod at, nonumy amet nonumy diam et
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                lorem labore aliquyam sit accusam sadipscing invidunt et. Sit
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                magna eirmod.
        </div>
    </div>
```

</body>

Bootstrap 5 new fetures

- jQuery replaced with Vanilla JS
- Improved Colour pallet
- Card deck removed
- Improved Grid system (xxl)
- Custom SVG library
- dropped support for IE 10 and IE 11

```
_____
```

Javascript intro

- Javascript is a scripting language.
- Javascript was implemented by Brendan in 1995, at Netscape.
- It was initially named Livescript.
- Latest version is ES14 June 2023

ES -> ECMA Script

ECMA -> European Computer Manufacturers Association

- Use of Javascript
 - Scripting
 - Making Page as dynamic.
 - Client side validation.
 - Modern UI framework applications
 - AngularJS
 - ReactJS
 - VeuJS
 - NodeJS
 - ..
 - etc
- Javascript programs(scripts) can be executed by either web browsers or Node Engines.
- Javascript is an Object Based Scripting language.
- Javascript supports predefined objects

Eg Object
window,
document,
console, etc

- Javascript supports Primitives and nonprimitives
 - primitives
 - string
 - number
 - boolean
 - undefined
 - null
 - symbol ???

```
- arrays
         - class ???
         - Set
         - Map
         - JSÓN
_____
Environmental Setup
______
- VS Code
    Website:- https://code.visualstudio.com/#alt-downloads

    NodeJS

    Website:-https://nodejs.org/en/download/
Note:- Javascript files must have extension '.js'
_____
Execution of Javascript scripts
_____
Create a file
***demo.js***
console.log("Hello World")
1. Command prompt
    >node demo.js
    Note:- 'document' object not supported here
2. HTML
***index.html***
         <script src="./demo.js"></script>
    - open this file in web browser
    - inspect console
3. HTML with script
         <script>
     console.log("I am console message from script tag")
     document.write("I am document message from script tag")
    </script>
    - open this file in web browser
    - inspect console
```

- bigInt non primitives

- object - list

```
Variables:-
_____

    Variables are used to store data.

- by using variables we can store any kind of data,
            number, sting, date, audio, video, file, etc.
- Variables can be declared using 'var', 'let', 'const'
- let and const introduced in ES5.
Strings:-
- Strings can be declared with '', " ", ``
- "introduced in ES6.
- " is used to define multiline strings
var wish = 'Good Morning'
console.log(wish)
var sub = "Javascript"
console.log(sub)
var myWish = `Welcome to ${sub}`
console.log(myWish)
Numbers
- Javascript supports decimal, double, bigInt, hexadecimal, octal and
binary
let decimal = 100
console.log(decimal)
console.log(typeof(decimal))
let double = 10.23
console.log(double)
console.log(typeof(double))
let hexadecimal = 0x12ab
console.log(hexadecimal)
let octal = 00127
console.log(octal)
let bin = 0b11
console.log(bin)
//Output will be in base 10 form
//all alphabates are case insensitive
let bigInt = 10n
console.log(bigInt)
console.log(typeof(bigInt))
//10n + 3?
Boolean
var flag = true
console.log(flag)
var flag = false
console.log(flag)
```

//var v/s let

```
//Eg01
for (var i = 0; i < 10; i++) { }
console.log(i)
for (let j = 0; j < 10; j++) { }
console.log(j)
               //ReferenceError: j is not defined
//Eg02
var data = 100
var data = 200
console.log(data)
let num = 100
let num = 200
console.log(num)
                 //SyntaxError: Identifier 'num' has already been declared
//Eg03
var data = 100
{
   var data = 200
}
console.log(data)
let num = 100
   let num = 200
}
console.log(num)
//global polluting issue:- local variables affecting global variables.
//Eg04
console.log(data)
var data = 100
                  //ReferenceError: Cannot access 'num' before
console.log(num)
initialization
let num = 200
//Eg05 const
const data = {
   value: 100
}
console.log(data.value)
data.value = 200
console.log(data.value)
//data = {}
           //TypeError: Assignment to constant variable.
_____
Control statements:-
_____
- Changing flow of program
Types
     i) Decision control
     ii)Looping control
     iii)Case control
     iv)Jump control
```

Operators

```
i) Arithmetic Operators -> eg +, -, *, /, %, ++, --, **
ii)Relational Operators -> eg ==, !=, >, <, >=, <=,
iii)Logical Operators -> eg &&, ||, !
iv)Bitwise Operators -> eg &, |, ^, ~, <<, >>
v) Assignment Operators -> eg =, +=, -=, *=, /=,...,<<=,>>=,...
Strictly equal to -> ===
```

5<<2 7<<2 120>>2

5<<2 7<<2 120>>2	0101 0111 111100	0	
5<<2	0101	10100	
7<<2	0111	11100	
120>>2	1111000	11110	
5<<2	0101	10100	20
7<<2	0111	11100	28
120>>2	1111000	11110	30
C = 5 C <<= 2	C = C	. << 2	20

Function:-

- a particular logic is called as a function.
- functions are used to reuse the logic.
- There are following type of functions
 - i) Named functions
 - ii)Anonymous functions
 - iii)Constructor functions
- we can pass various type of parameters to functions
 - i) Rest parameters
 - ii)Optional parameters
 - iii)Default parameters
- i) Named functions
- the function with name is called as named functions

```
- Syntax
      //defining a function
      function function_name(parameters)
            //business logic
      //calling a function
      function_name(parameters)
Eg01
   Create a function
       @fun_one
   fun one return "Hello...!"
function fun_one(){
   return 'Hello...!'
}
console.log(fun_one)
                      //function definition
console.log(fun_one()) //function o/p
Eg02
   create a function
       @fun one
   fun_one have three arguments
       @arg1
       @arg2
       @arg3
   fun_one return above arguments
function fun_one(arg1, arg2, arg3) {
   return arg1 + " <--> " + arg2 + " <--> " + arg3
    //return [arg1, arg2, arg3]
console.log(fun_one(`Tea`, `Milk`, `Coffee`))
console.log(fun_one('abc', 123, true))
//Eg03
   fun_one return fun_two definition
   fun_two retrun 'Hello...!'
   get the above message by fun_one
function fun_one() {
   return fun_two
function fun_two() {
   return 'Hello...!'
console.log(fun_one)
console.log(fun_one())
console.log(fun_one()())
ii)Anonymous functions
- the function without name is called as anonymous functions
```

- these are also called as arrow functions or callback functions

```
- we can represent arrow functions by '=>' symbol.
- arrow functions introduced in ES6.
- arrow functions are more secure than name functions.
- arrow functions utilise heap memory effectively.
- Syntax
     //defining anonymous function
     let variable_name = function(arguments){
           //business logic
     }
     //defining arrow function
     let variable_name = (arguments) => {
           //business logic
     }
     //calling a function
     variable_name(arguments)
     Eg01
         create arrow function using following variables
             @fun_one
         fun_one return "I am from arrow function...!"
     let fun_one = ()=>{
         return "I am from arrow function...!"
     console.log(fun_one())
     //Eg02
         Create arrow function
             @fun_one
         fun_one have three arguments
             @arg1,
             @arg2,
             @arg3
         fun_one prints above arguments
     let fun_one = (arg1, arg2, arg3) => {
         console.log(arg1 + " <...> " + arg2 + " <...> " + arg3)
     fun_one(10, 20, 30)
     fun_one('Tea','Milk','Coffee')
     Eg03
         one arrow function return another arrow function
         inner arrow function return 'Have a nice day...!'
     let fun_one = () => {
         return () => {
             return 'Have a nice day'
     }
     console.log(fun_one)
     console.log(fun_one())
     console.log(fun_one()())
```

Constructor Functions:-

- Constructor function is used to create a class like structure.
- In constructor function everything(variables and functions) start with 'this' keyword.
- We can create the object to the constructor using the 'new' keyword.

```
//Eg01
     function class one(){
        this.wish = `Welcome to Constructor functions`
        this.myWish = () =>{
            return `Good Afternoon`
     }
     let obj = new class_one()
     console.log(obj.wish)
     console.log(obj.myWish())
     //Eg02 Parameterised constructor
     function class_one(arg1, arg2, arg3) {
        this.sub_one = arg1
        this.sub_two = arg2
        this.sub_three = arg3
     let obj = new class_one(1, `2`, 3)
     console.log(obj.sub_one, obj.sub_two, obj.sub_three)
_____
prototype
_____
- prototype is a property which adds members dynamically to
constructor functions
//Eg03
function class_one(){}
class one.prototype.wish = `Welcome to Prototype`
class_one.prototype.getWish = () => {
   return 'Good Afternoon'
console.log(new class_one().wish)
console.log(new class_one().getWish())
_____
```

Prototype Chaining:-

}

- Nesting one constructor prototype to another constructor is called as prototype chaining.
- Concept of inheritance is achieved with prototype chaining

//Eg04 Single Inheritance

```
function class_one() { }
class_one.prototype.fun_one = function () {
    return "I am from Function one"
}
function class_two() { }
class_two.prototype = Object.create(class_one.prototype)
class_two.prototype.fun_two = function () {
    return "I am from Function two"
}
let obj = new class_two()
console.log(obj.fun_one())
console.log(obj.fun_two())

Try Multilevel, Multiple ... ?
Function Overriding ?
```

Passing parameters to functions

1. Default Parameters

- It allows named parameters to be initialised with default values if no value or undefined is passed.

2. Optional Parameters

- While calling a function no need to pass all arguments.
- We can keep a few arguments as Optional.
- Optional Parameters introduced in ES6.

3. Rest Parameters

- It is an improved way to handle function parameters.
- It allows us to represent indefinite number of arguments as an array.

```
- Rest parameters represented by '...' ( ... is called as spred operator)
function fun one(...arg) {
   console.log(arg)
                                         //[ 'Angular' ]
fun_one("Angular")
fun one()
                                        //[]
                                      //[ 'Angular', 'Fullstack' ]
//[ undefined, null ]
fun_one(`Angular`, `Fullstack`)
fun_one(undefined, null)
function fun_one(arg1, arg2 = "Hello_2", ...arg3) {
   console.log(arg1, arg2, arg3)
}
fun_one("Hello_1")
                                                //Hello_1 Hello_2 []
fun_one("Hello_1", undefined, "Hello_3")
                                                //Hello 1 Hello 2 [
'Hello 3' ]
fun_one("Hello_1", "Hello_2", "Hello_3", "Hello_4") //Hello_1 Hello_2 [
'Hello_3', 'Hello_4' ]
fun_one(undefined, undefined, undefined)
                                               //undefined Hello_2 [
undefined ]
fun_one(undefined, undefined, [1, 2, 3], [4, 5, 6]) //undefined Hello_2 [ [ 1,
2, 3], [4, 5, 6]]
fun_one(undefined, undefined, [1, 2, 3], 4, 5, 6) //undefined Hello_2 [ [ 1,
2, 3 ], 4, 5, 6 ]
fun_one("Hello_1", [1, 2, 3], 4, 5, 6)
                                                //Hello 1 [ 1, 2, 3 ] [ 4,
5, 6]
//function fun_one(...arg1, ...arg2){} //SyntaxError: Rest parameter must be
last formal parameter
//function fun_one(...arg1, arg2){} //SyntaxError: Rest parameter must be
last formal parameter
_____
JSON
_____
- JSON stands for Java Script Object Notation
- JSON is used to share data over network.
- JSON is lightweight as compared to XML.
- Parsing of JSON is easy as compared to XML.
- Syntax
     Object
                       {}
     Arrays
     Data
                       key and value pairs
                       keys and values are separated by ':'
                       key value pairs are separated by ','
```

```
//Eg01
let demo = {
    'sub one' : 'HTML',
    "sub_two" : "CSS",
    sub_three : `Bootstrap`
}
console.log(demo)
console.log(demo.sub_one, demo.sub_two, demo.sub_three)
//Iterate JSON
for(var x in demo)
   //console.log(x)
    console.log(demo[x])
//Eg02
let demo = {
   wish : 'Welcome',
   myWish: () =>{
        return `JSON Sesson`
    }
}
console.log(demo.wish,' to ',demo.myWish())
//freeze() seal()
                   //GO WITH HTML
let obj = {
    p_id : 111
}
console.log(obj)
//add new data
obj.p_name = "P_one"
console.log(obj)
//modify data
obj.p_id = 101
console.log(obj)
//Lock object using freeze function
Object.freeze(obj)
console.log("After Freeze",obj)
//try to modify data
obj.p id = 100
console.log(obj)
                    //no error no modification
//try to add new data
obj.p_cost = 10000
console.log(obj)
                  //no error no modification
//try to delete data
delete obj.p_id
console.log(obj) //no error no modification
//Lock Object by using seal function
Object.seal(obj)
console.log("After Seal",obj)
//try to modify data
```

```
obj.p_id = 100
console.log(obj)
                //modification success
//try to add new data
obj.p_cost = 10000
console.log(obj)
                 //no error no modification
//try to delete data
delete obj.p_id
console.log(obj)
                 //no error no modification
freeze()
   -> Read Allowed
   -> Update Denied
                         <========
   -> Write Denied
   -> Delete Denied
seal()
   -> Read Allowed
   -> Update Allowed
                         <========
   -> Write
              Denied
   -> Delete Denied
_____
defineProperty:-
defineProperties:-
_____
//defineProperty
let obj = {
   p_id: 111
console.log(obj)
Object.defineProperty(obj, "p_name",
   { value: "P_one", writable: false })
console.log(obj)
obj.p_id = 101
obj.p_name = "P_ONE"
console.log(obj)
//defineProperties
let obj = {
   p_id: 111
console.log(obj)
Object.defineProperties(obj, {
   "p_name": { value: "P_one",
       writable: true },
   "p_cost": { value: 10000,
       writable: false }
})
console.log(obj)
obj.p_id = 101
obj.p_name = 'P_ONE'
obj.p_cost = 111111
console.log(obj)
```

```
entries()
                   -> object to array
                  -> valid array to object
fromEntries()
var obj1 = {
    p_id: 111,
    p_name: "p_one",
    p_cost: 10000
console.log(obj1)//{p_id: 111, p_name: 'p_one', p_cost: 10000}
let arr1 = Object.entries(obj1)
                   //[["p_id", 111],["p_name", "p_one"],["p_cost", 10000]]
console.log(arr1)
let arr2 = [["p_id", 111], ["p_name", "p_one"], ["p_cost", 10000,]]
console.log(arr2) //[["p_id", 111],["p_name", "p_one"],["p_cost", 10000]]
let obj2 = Object.fromEntries(arr2)
console.log(obj2) //{ p_id: 111, p_name: 'p_one', p_cost: 10000 }
______
JSON Server
- JSON server is used to create demo ReST JSON services
- JSON server can be used to develop
             GET
            POST
            PUT
            DELETE,...etc services.
- JSON server supports only JSON.

    JSON server is a lightweight server.

    JSON server installed using

      >npm install -g json-server@latest
- JSON server can be tested using the 'postman' tool.
            https://www.postman.com/downloads/
Deploying JSON server

    Create JSON file

***data.json***
{
    "products" : [
        {"id":1,"p_id":111,"p_name":"P_one","p_cost":10000},
{"id":2,"p_id":222,"p_name":"P_two","p_cost":20000},
        {"id":3,"p_id":333,"p_name":"P_three","p_cost":30000},
        {"id":4,"p_id":444,"p_name":"P_four","p_cost":40000},
        {"id":5,"p_id":555,"p_name":"P_five","p_cost":50000}
}
Note:- while creating JSON unique id is compulsory, duplicate ids will be
discarded (MUST BE STRING)
2. deploy data.json in JSON server
            >json-server --watch data.json
            >json-server -w data.json
```

by default JSON server running on port no 3000

```
3. changing port no (optional) >json-server -w data.json -p 3001
```

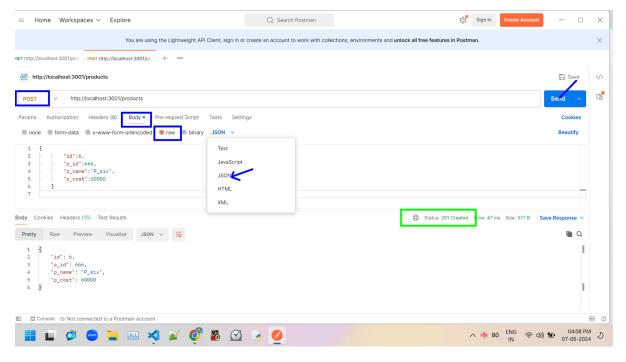
```
test it with postman
GET

http://localhost:3001/products -> all records
http://localhost:3001/products/1 -> specific record
http://localhost:3001/products?q=444 -> specific records based on data

POST

http://localhost:3001/products
body -> raw-> text<->json
{

"id":6,
 "p_id":666,
 "p_name":"P_six",
 "p_cost":60000
}
```



```
PUT

http://localhost:3001/products/5
body -> raw -> json
{

"id": 5,

"p_id": 555,
```

```
"p_name" : "P_FIVE_UPDATED",
           "p_cost" : 55555
     }
     on success status -> 200 OK
                            -> 404 Not found
     on failure status
DELETE
     http://localhost:3001/products/6
     on success status -> 200 OK
on failure status -> 404 Not
                            -> 404 Not found
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Promises
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- Promises are used to handle asynchronous operations in Javascript.
- Promises are special Javascript objects.
- Promises are having two states
     - Success (resolve)
     - Failure (reject)
- Promises can be created using the 'Promise' class.
- 'Promise' is the predefined class in Javascript.
- Promises can be consumed using 'then()'.
//Eg01
//create promise
let my_promise = new Promise((resolve, reject) => {
   resolve('Tommorow i will be at home')
})
//comsume promise
my_promise.then((posRes)=>{
   console.log(posRes)
},(errRes)=>{
   console.log(errRes)
})
//Eg02
let my promise = new Promise((resolve, reject) => {
   setTimeout(() => {
       resolve('Success')
   }, 5000)
})
my_promise.then((posRes)=>{
   console.log(posRes)
},(errRes)=>{
   console.log(errRes)
})
//Eg03
let my_promise = new Promise((resolve, reject) => {
   reject('Failure')
   resolve('Successs')
```

```
})
my_promise.then((posRes)=>{
    console.log(posRes)
},(errRes)=>{
    console.log(errRes)
})
//Eg04
let my_promise = new Promise((resolve, reject) => {
    setTimeout(() => {
        resolve('Success')
    }, 5000)
    setTimeout(() => {
        reject('Failure')
    }, 4000)
})
my_promise.then((posRes)=>{
    console.log(posRes)
},(errRes)=>{
    console.log(errRes)
})
async and await
- These keywords are released in ES9.
- Above keywords are used to increase code readability.
- These keywords increase application performance.
//Eg05
let my_promise = new Promise((resolve, reject)=>{
    resolve('Hello')
})
async function my_fun(){
    let res = await my_promise
    console.log(res)
}
my_fun()
//Eg06
function add(num) {
    return new Promise((resolve, reject) => {
        resolve(num + 5)
    })
function sub(num) {
    return new Promise((resolve, reject) => {
        resolve(num - 3)
    })
async function my_fun() {
    let res1 = await add(5)
    let res2 = await sub(res1)
    console.log(res2)
my_fun()
```