

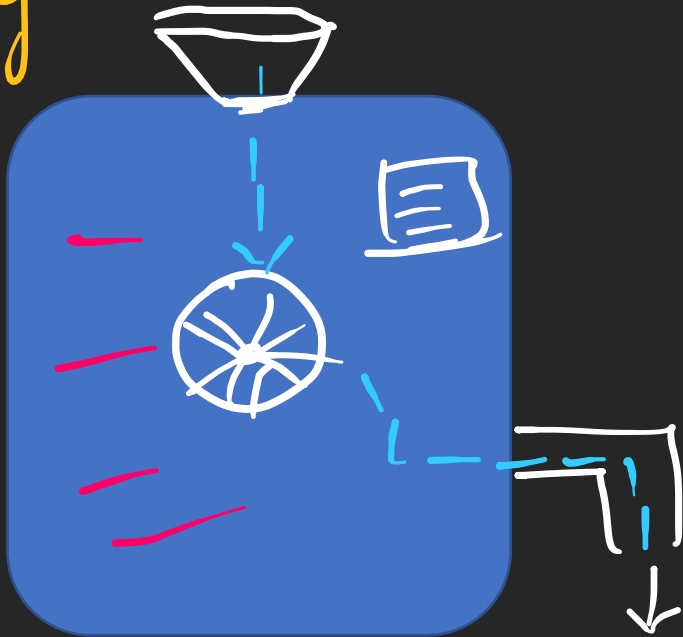
Day-4:

1. Introduction to Functions
2. Functions and return keyword
3. Types of functions

Introduction to functions:

⇒ Put something inside the machine!

Toy machine ⇒ It will change that thing in certain way!



Toy Machine = "function"

```
function display() {  
  [---]   
  3
```

If i give a candy, the machine
is going to return (or) doubles the
candy

1 Candy = 2 Candies!

```
function doubleCandies(candies) {  
    return candies * 2;  
}
```

parameter

Types of Functions:

⇒ Function Declaration (Regular function)

x ⇒ Function Expressions

⇒ Arrow functions

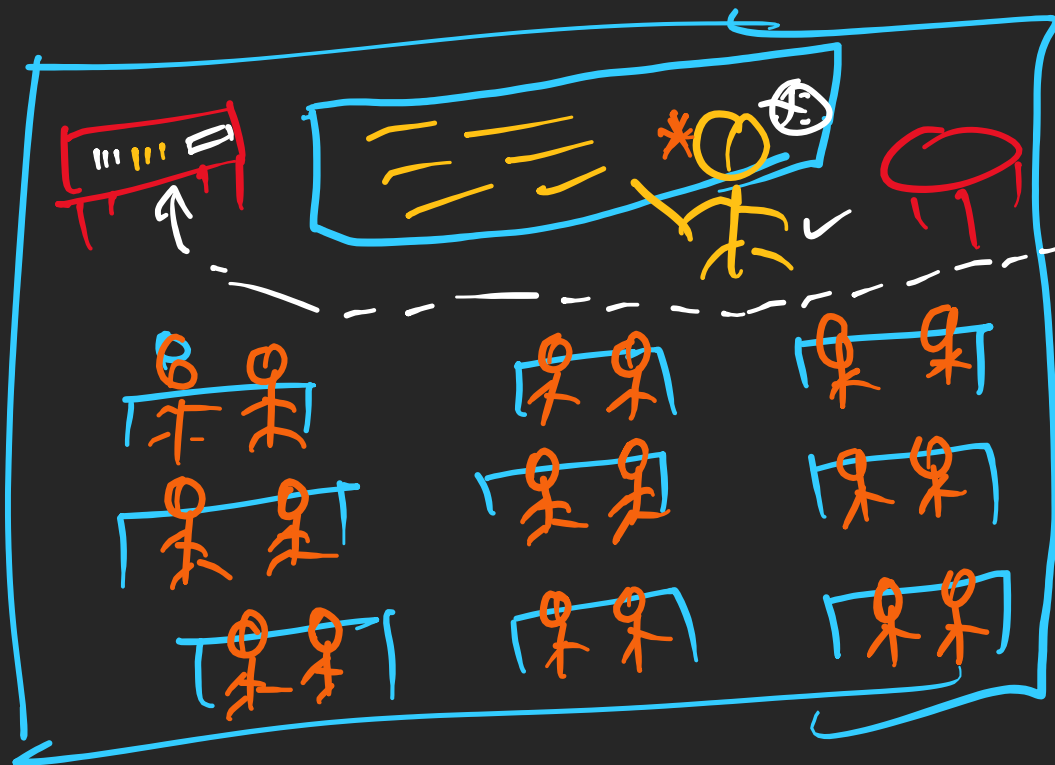
x ⇒ IIFE - Immediately Invoked Function Expressions

+ ⇒ Anonymous Function

classes:



objects,
function(),
variables



class E

function()
variable
3

```
class TwelveB {
```

```
    introduce() {  
        console.log("Hello, there!!");  
    }  
}
```

Creating instance:
(obj)

instance ~~obj~~
obj

```
const teacher = new TwelveB();  
teacher.introduce();
```

Pre-defined:

Programming (XMLHttpRequest)

"JSON" ← XML — "data transfer format"

(rules) HTTP — "Hyper text transfer protocol"

Request — "url"

data ⊗

1. Create a new XMLHttpRequest instance or object

```
var xhr = new XMLHttpRequest();
```

2. Configure it: Get-request for the URL

```
xhr.open('GET', 'https://api-example.com', true);
```

3. Send the request

```
xhr.send();
```

4. This will be called after the response is received

```
xhr.onload = function() {  
    - - - - -  
};
```