**Javascript Notes**

-check length of string:  
"Blah".length  
  
CONFIRM CMD:  
-confirm("blah blah blah");  
  
Will show message box from borwser itself  
  
PROMPT CMD:  
-prompt("question goes here?");  
  
Will have a prompt box asking via textbox from browser itself  
  
console.log(2\*5);  
- program will take whatevers inside brackets and log it to console. This is used sometimes the interpreter doesnt print every single thing it does to the console  
  
SUBSTRINGS:  
"hello".substring(0,2) is "he"  
- substring cmd prints string from first parameter value for index to final parameter  
  
-use var variableName = data;  
Works for any data type  
Ex.  
var variableName = "leng";  
var variableName = 30;  
var variableName = true;  
  
CREATING FUNCTIONS:  
Example:  
var divideByThree = function(number){  
       var val = number/3;  
       console.log(val);  
};  
  
Calling function:  
divideByThree(6);  
  
RETURNING FUNCTION VALUE:  
var timesTwo = function(number){  
       return number \* 2;  
};  
  
var newNum = timesTwo(6);  
console.log(newNum);  
  
-generate random number :  
Math.random();  
  
For loops structure:  
for(var counter = 1; counter < 6; counter++){  
       console.log(counter);  
}  
  
Creating arrays (all three arrayd are valid):  
var arrayName = [4,2,3,5,6,3];  
var arrayName = ["hello","hi","bye bye"];  
var arrayName = [4,2,"yo bro",3,"yeah"];  
  
2d arrays:  
var twoDimensional = [[1,1], [1,2], [2,1]];  
  
Making objects:   
Ex:  
var me = {  
     name: "Mayez",  <------------THIS IS A KEY  
     age: 19,      <--------------THIS IS A KEY  
};  
  
Creating object:  
var me = {  
     name: "Mayez",  
     age: 19,  
};  
  
var myObj = new Object();  
  
ADDING KEYS TO OBJECT:  
me["gender"] = "Male";  
OR  
me.gender = "Male";  
  
Creating class:  
function Person(job, married) {  
      this.job = job;  
      this.married = married;  
      this.speak = function(){   <------A METHOD  
              console.log("hello");  
       };  
}  
  
var user = new Person("student",false);  
user.speak();  
  
Find out datatype of variable or something else:  
console.log(typeof someObj);  
  
Find out if object has a property with hasOwnProperty cmd:  
Ex:  
var myObj = {  
       name: "yo",  
};  
console.log(myObj.hasOwnProperty(&apos;name&apos;));  
THIS WILL RETURN TRUE  
  
console.log(myObj.hasOwnProperty(&apos;nickname&apos;));  
THIS WILL RETURN FALSE  
  
print all properties of each object:  
for(var i in obj){  
       console.log(i);  
}  
  
PUBLIC VS PRIVATE:  
  
function Person(job, married) {  
      this.job = job; <--PUBLIC VARIABLE IN CLASS  
      this.married = married;  
      var bankBalance = 7500; <----PRIVATE VARIABLE IN THE CLASS  
}