

JS Syntax Fundamentals

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JavaScript is a high-level programming language

- * One of the core technologies of the World Wide Web
- * Enables interactive web pages and applications
- * Can be executed on the server and on the client
- * C-like syntax
- * Multi-paradigm
- * Dynamic typing

- JavaScript is a **dynamic programming language**
 - Operations otherwise done at **compile-time** can be done at **run-time**

What is Node.js?

- Server-side JavaScript runtime

JavaScript Syntax

Defining and Initializing variables:

```
let a = 5;  
let b = 10;
```

```
if (b > a) {  
  console.log(b);  
}
```

declaration

parameters

```
function solve (num1, num2) {  
  //some logic  
}
```

```
solve(2, 3);
```

calling the function

- Text can be composed easier using interpolated strings:

```
console.log(`The name is: ${name}, grade: ${grade}`);
```

- To format a number, use the `toFixed()` method (converts to **string**):

Number of decimal places

```
grade.toFixed(2); //The name is: Petar, grade: 3.56
```

14



```

let number = 10;           // Number
let person = {name: 'George', age: 25}; // Object
let array = [1, 2, 3];     // Array
let isTrue = true;        // Boolean
let name = 'George';      // String
let empty = null;         // null
let unknown = undefined;  // undefined
  
```

Недекларирана променлива.

```

// Camel case
let myFirstName = '';
// Pascal case
SolveThisProblem
  
```

Comparison Operators



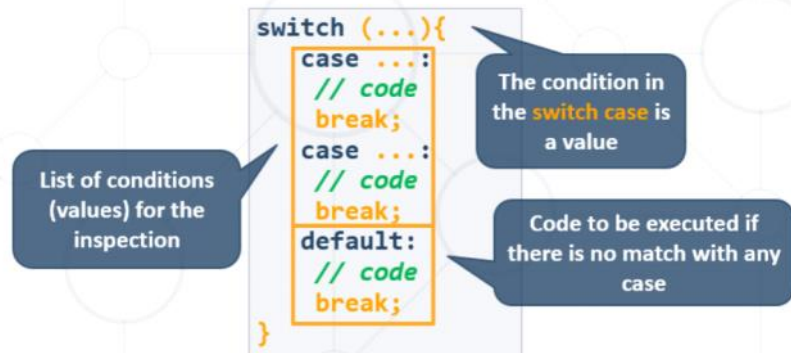
```

console.log(1 == '1'); // true
console.log(1 === '1'); // false
console.log(3 != '3'); // false
console.log(3 !== '3'); // true
console.log(5 < 5.5); // true
console.log(5 <= 4); // false
console.log(2 > 1.5); // true
console.log(2 >= 2); // true
console.log((5 > 7) ? 4 : 10); // 10
  
```



Ternary operator

- Works as a series of **if / else if / else if...**



- The **typeof** operator returns a string indicating the type of an operand

```

const val = 5;
console.log(typeof val); // number

```

What is an Array?

- Arrays are **list-like objects**

- Arrays are a **reference type**, the variable points to an address in memory

- Neither the **length** of a JavaScript array **nor** the **types** of its elements are **fixed**

- An array's **length can be changed** at any time
- Data can be stored at non-contiguous locations in the array

- Array elements are accessed using their **index**

```

let cars = ['BMW', 'Audi', 'Opel'];
let firstCar = cars[0]; // BMW
let lastCar = cars[cars.length - 1]; // Opel

```

- Accessing indexes that do not exist in the array returns **undefined**

```

console.log(cars[3]); // undefined
console.log(cars[-1]); // undefined

```

Destructuring Syntax

- Expression that **unpacks values** from **arrays** or **objects**, into distinct **variables**

```
let numbers = [10, 20, 30, 40, 50];  
let [a, b, ...elems] = numbers;
```

Rest operator

```
console.log(a) // 10  
console.log(b) // 20  
console.log(elems) // [30, 40, 50]
```

For-of Loop

- Iterates through all **elements** in a collection
- Cannot access the current index

```
for (let el of collection) {  
    // Process the value here  
}
```



Methods

Pop ->

The **push()** method **adds one or more** elements to the **end** of an array and **returns** the new **length** of the array

Shift ->

The **shift()** method **removes** the **first element** from an array and **returns** that **removed element**

Unshift ->

- The **unshift()** method **adds one or more** elements to the **beginning** of an array and **returns** the new **length** of the array

Splice ->

- Changes the contents of an array by **removing** or **replacing** existing **elements** and / or **adding new** elements


```
let nums = [1, 3, 4, 5, 6];
nums.splice(1, 0, 2); // inserts at index 1
console.log(nums); // [ 1, 2, 3, 4, 5, 6 ]
nums.splice(4, 1, 19); // replaces 1 element at index 4
```

Reverse ->

- Reverses the array
 - The **first** array **element becomes** the **last**, and the last array element becomes the first

Includes ->

- Determines whether an array contains a certain element, returning **true** or **false** as appropriate

```
// array length is 3
// fromIndex is -100
// computed index is 3 + (-100) = -97
let arr = ['a', 'b', 'c'];
arr.includes('a', -100); // true
```

Предикат - функция, която се изпълнява върху друга функция.

indexOf ->

- The **indexOf()** method **returns** the **first index** at which a given **element** can be **found** in the array
 - Output is **-1** if element is **not present**

ForEach ->

- The **forEach()** method **executes a provided function** once for each array element
- Converting a for loop to forEach

```
const items = ['item1', 'item2', 'item3'];
const copy = [];

// For Loop
for (let i = 0; i < items.length; i++) {
  copy.push(items[i]);
}

// ForEach
items.forEach(item => { copy.push(item); });
```

- Creates a **new array** with the results of calling a **provided function** on every element in the calling array

```
let numbers = [1, 4, 9];
let roots = numbers.map(function(num, i, arr) {
  return Math.sqrt(num)
});
// roots is now [1, 2, 3]
// numbers is still [1, 4, 9]
```

- Creates a **new array** with **filtered elements only**
- Calls a **provided callback function** once for each element in an array
- Does not mutate** the **array** on which it is called

```
let fruits = ['apple', 'banana', 'grapes', 'mango', 'orange'];
// Filter array items based on search criteria (query)
function filterItems(arr, query) {
  return arr.filter(function(el) {
    return el.toLowerCase().indexOf(query.toLowerCase()) !== -1;
  });
};
console.log(filterItems(fruits, 'ap')); // ['apple', 'grapes']
```

```
// Mutator Methods (that change the array)
// splice, sort

// Accessor Methods (don't change the array)
// slice, includes, indexOf

// Iteration Methods
// forEach, map, filter (receive a callback)
```

Manipulating String

Use the "+" or the "+=" operators

Use the **concat()** method

- indexOf(substr)**
- lastIndexOf(substr)**
- substring(startIndex, endIndex)**
- replace(search, replacement)**

- repeat(count)** - Creates a new string repeated count times

```
let n = 3;
for(let i = 1; i <= n; i++) {
  console.log('*'.repeat(i));
}
```



```
// *
// **
// ***
```

- Use **trim()** method to remove **whitespaces** (spaces, tabs, no-break space, etc.) from **both ends** of a string

```
let text = "  Annoying spaces  ";  
console.log(text.trim()); // Expected output: "Annoying spaces"
```

- Use **trimStart()** or **trimEnd()** to remove whitespaces **only** at the beginning or at the end

```
let text = "  Annoying spaces  ";  
text = text.trimStart(); text = text.trimEnd();  
console.log(text); // Expected output: "Annoying spaces"
```