Training Day 5

25th June 2025

TOPICS COVERED

- **JavaScript Strings**

1. .trim()

Removes whitespace from both ends of a string.

let str = " Hello World ";

console.log(str.trim()); // "Hello World"

2. .indexOf()

Returns the index of the first occurrence of a substring. Returns -1 if not found.

let msg = "JavaScript";

console.log(msg.indexOf("S")); // 4

console.log(msg.indexOf("z")); // -1

3. Method Chaining

You can call multiple methods in a single line.

let name = " Navneet ";

console.log(name.trim().toUpperCase()); // "NAVNEET"

4. .slice()

Extracts a section of a string and returns it as a new string.

let fruit = "Mango";

console.log(fruit.slice(1, 4)); // "ang"

- **Prompt and Alert**

prompt() is used to take input from the user.

let username = prompt("Enter your name:");

alert() is used to show a message to the user.

alert("Hello, " + username + "!");

- **JavaScript Arrays**

1. Array Initialization

let arr = [1, 2, 3];

let names = new Array("Navneet", "Aman");

2. Insert Elements

arr.push(4);   // Add to end

arr.unshift(0);   // Add to start

3. Delete Elements

arr.pop();   // Remove from end

arr.shift();   // Remove from start

4. .slice()

Returns a portion of an array without modifying it.

let sliced = arr.slice(1, 3); // elements at index 1 and 2

5. .splice()

Can remove or add elements at specific indices. Modifies the original array.

array.splice(startIndex, deleteCount, item1, item2, ..., itemN)

Parameter	Description
startIndex	Where to start changing the array (0-based index)
deleteCount	How many items to remove
item1, ...	(Optional) Items to add at that position

```javascript
let nums = [1, 5];
nums.splice(1, 0, 2, 3, 4);  // Insert 2, 3, 4 at index 1
console.log(nums);  // [1, 2, 3, 4, 5]
```

6. Array References

```javascript
let a = [1, 2];
let b = a;
b.push(3);
console.log(a);  // [1, 2, 3] — same reference
```

TOOLS USED

Visual Studio Code (VS Code)

Chrome Browser (JavaScript Console)

TASK

 Read and understand JavaScript functions and objects.

Learn how to declare, call, and pass arguments in functions.