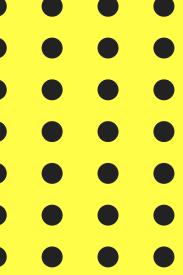
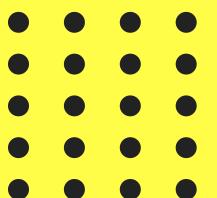


TIME

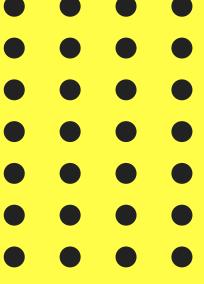


```
let greeting = ' leave me alone plz ';
greeting.trim() // 'leave me alone plz'
```





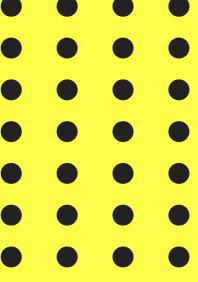
indexof



```
let tvShow = 'catdog';

tvShow.indexOf('cat'); // 0
tvShow.indexOf('dog'); // 3
tvShow.indexOf('z'); // -1 (not found)
```

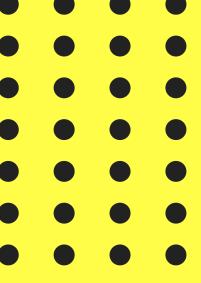
slice



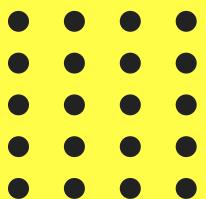
```
let str = 'supercalifragilisticexpialidocious'
str.slice(0,5); //'super'
str.slice(5); // 'califragilisticexpialidocious'
```



replace



```
let annoyingLaugh = 'teehee so funny! teehee!';
annoyingLaugh.replace('teehee', 'haha') // 'haha so funny! teehee!'
//Notice that it only replaces the first instance
```



STRING ESCAPES

- \n newline
- \' single quote
- \" double quote
- \\ backslash

TEMPLATE LITERALS

```
let item = 'cucumbers';
let price = 1.99;
let quantity = 4;

`You bought ${quantity} ${item}, total price: $${price*quantity}`;
//"You bought 4 cucumbers, total price: $7.96"
```

NULL & UNDEFINED:::

- Null
 - "Intentional absence of any value"
 - Must be assigned
- Undefined
 - Variables that do not have an assigned value are undefined



Undefined

```
1 let pickles; //We didn't assign a value
2 pickles; //undefined,
3 pickles = 'are very gross'
4
5 //Undefined also comes up in other situations:
6 let food = 'tacos';
7 food[7]; //undefined
```

MATH OBJECT

Contains properties and methods for mathematical constants and functions

```
Math.PI // 3.141592653589793
//Rounding a number:
Math.round(4.9) //5
//Absolute value:
Math.abs(-456) //456
//Raises 2 to the 5th power:
Math.pow(2,5) //32
//Removes decimal:
Math.floor(3.9999) //3
```

RANDOM NUMBERS

Math.random() gives us a random decimal between 0 and 1 (non-inclusive)

```
Math.random();
//0.14502435424141957
Math.random();
//0.8937425043112937
Math.random();
//0.9759952148727442
```

RANDOM INTEGERS

Let's generate random numbers between 1 and 10

```
const step1 = Math.random();
//0.5961104892810127
const step2 = step1 * 10
//5.961104892810127
const step3 = Math.floor(step2);
//5
const step4 = step3 + 1;
//6
Math.floor(Math.random() * 10) + 1;
```

parseInt & parseFloat

Use to parse strings into numbers, but watch out for NaN!

```
parseInt('24') //24
parseInt('24.987') //24
parseInt('28dayslater') //28

parseFloat('24.987') //24.987
parseFloat('7') //7
parseFloat('i ate 3 shramp') //NaN
```