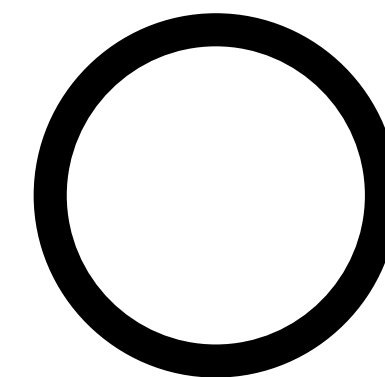
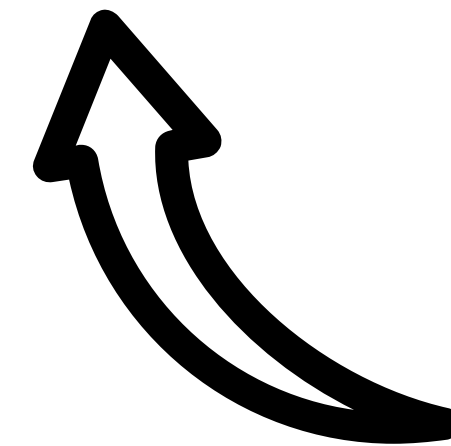
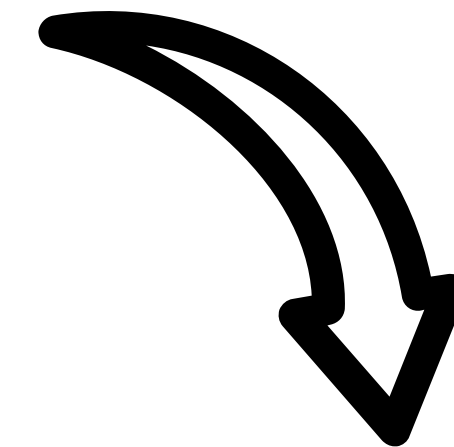
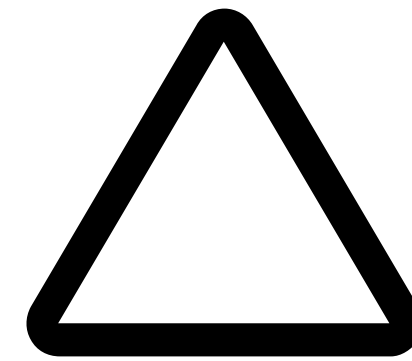


# JavaScript essentials for Node-RED

## Section 6

### Methods

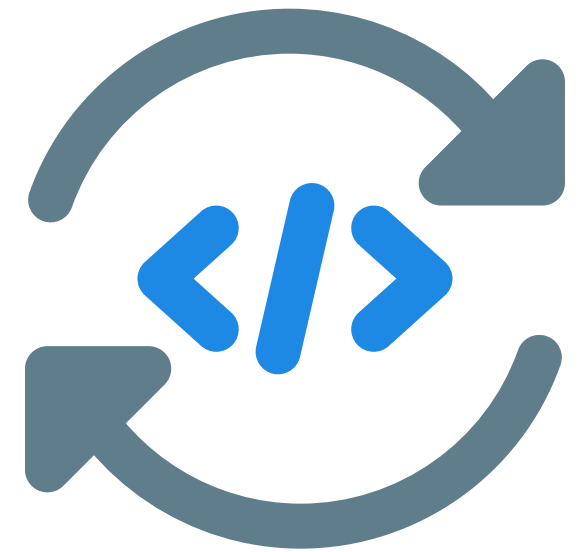




## What you will learn in this section?

In this section, we will learn about the built-in JavaScript methods which can be used to **improve the effectiveness of the code, save time and efforts**

- String methods
- Math methods
- Date methods
- Array methods
- Number methods



### Advantages:

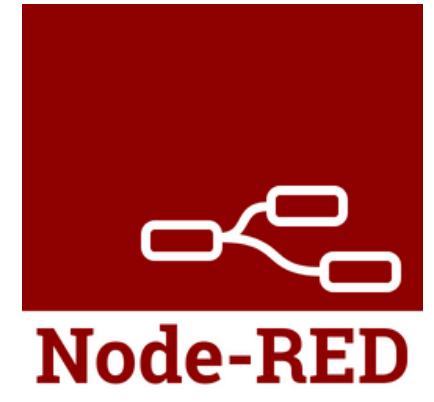


Can be used  
anytime in the  
code



Reduce the  
code length

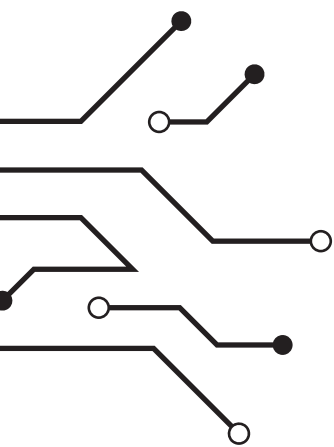


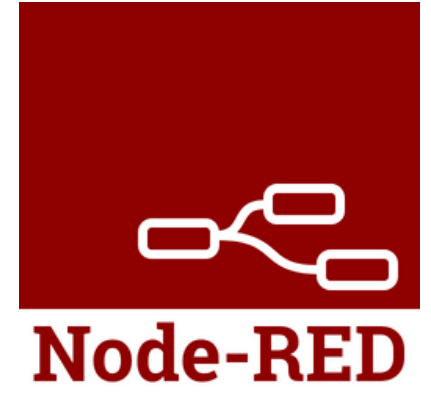


## console.log()

```
1 function testFunction()  
2 {  
3     var value = 49;  
4     console.log('The course price is: ' + value)  
5 }  
6  
7 testFunction();
```

The course price is: 49





# Parsing numbers

## **parseInt** and **parseFloat**

Easiest way to parse values to integer and float

```
1 let valueString = "6.56";
2 let valueBinary = 0b1011;
3 console.log(parseInt(valueString));
4 console.log(parseInt(valueBinary));
5
6 console.log(parseFloat(valueString));
7 console.log(parseFloat(valueBinary));
8
9 return msg;
```

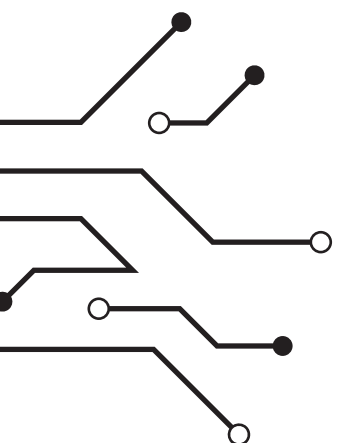
6  
11

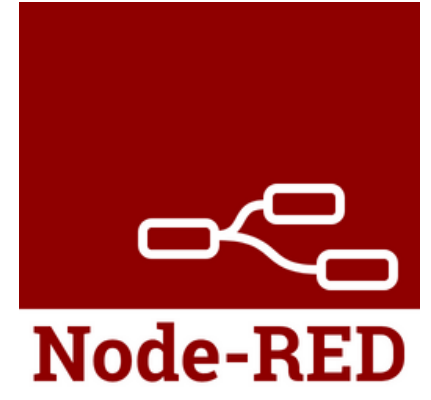
6.56  
11

## Number()

```
1 let valueString = "6.56";
2 let valueBinary = 0b1011;
3 console.log(Number(valueString));
4 console.log(Number(valueBinary));
5 return msg;
```

6.56  
11



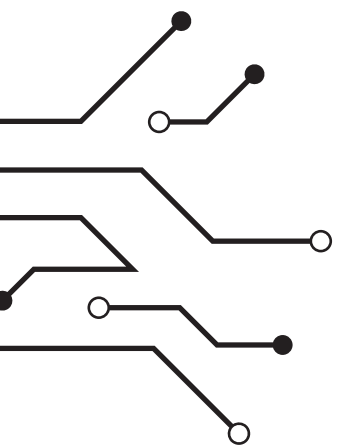


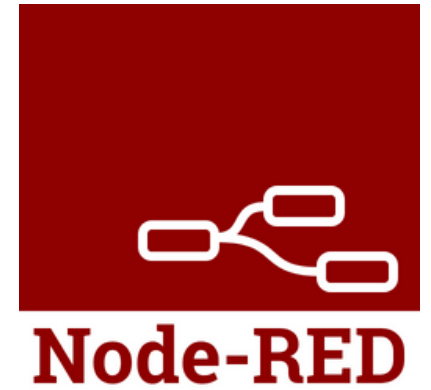
## Difference between Number() and parseFloat()

By utilizing parseFloat, a trimmed string that begins with one or more numeric characters and is followed by alphanumeric characters can be converted into a Number, whereas using Number may not yield the desired outcome.

```
1 let valueString = "6.56abc";  
2 console.log(Number(valueString));  
3 console.log(parseInt(valueString));  
4 console.log(parseFloat(valueString));  
5 return msg;
```

```
NaN  
6  
6.56
```





# Array methods

## forEach()

A built-in function that can be used for **executing function on each element of array**. This can be used when we want to manipulate the array.

```
1 let arr = [11,12,13,14,15];
2
3 function display(element,index)
4 {
5     console.log(element)
6 }
7
8 arr.forEach(display);
9 return msg;
```

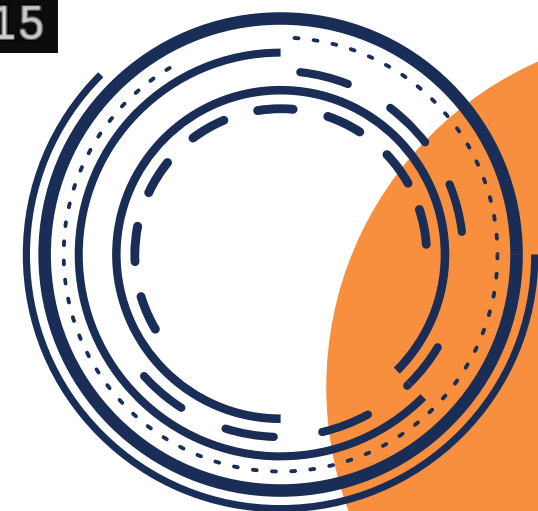
```
11
12
13
14
15
```

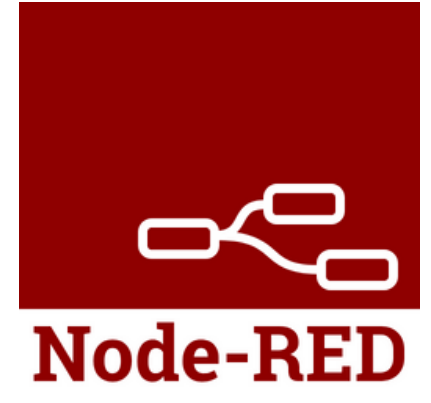
```
1 let arr = [11,12,13,14,15];
2
3 function display(element,index)
4 {
5     console.log('Production Count: ' + element)
6 }
7
8 arr.forEach(display);
9 return msg;
```

```
Production Count: 11
Production Count: 12
Production Count: 13
Production Count: 14
Production Count: 15
```



We do not control the flow of the loop so we **never get stuck!**



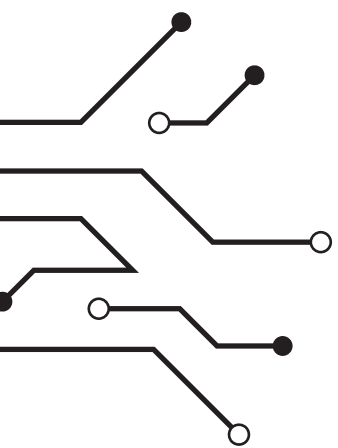


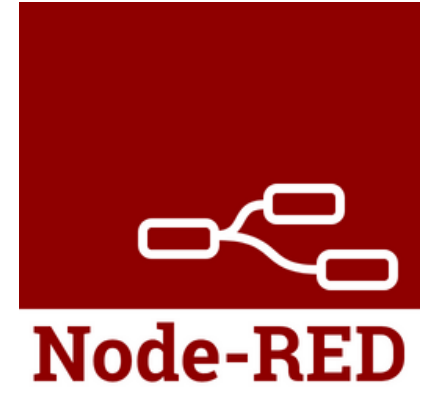
# Array methods

## filter()

It takes the function as an argument and this **function should return a Boolean value**. If the Boolean value is True, the element will end up in the filtered array else not.

```
1  let arr = [11, '12', 13, 14, '15'];
2  function checkNumber(element, index)
3  {
4      return typeof element === 'number'
5  }
6  var filteredArray = arr.filter(checkNumber);
7  console.log(filteredArray); [ 11, 13, 14 ]
8  return msg;
```





# Array methods

## map()

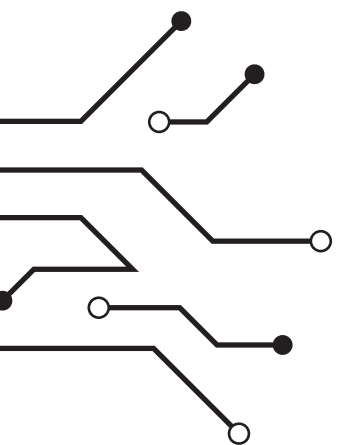
This function is used when you want to change all the values of the array.

### Incrementing each element of the array with +1

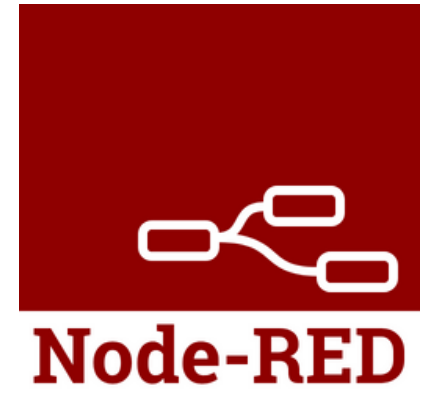
```
1 let arr1 = [11,12,13,14,15];  
2 let arr2 = arr1.map(x => x + 1); [ 12, 13, 14, 15, 16 ]  
3 console.log(arr2);  
4 return msg;
```

### Adding string to the array element

```
1 let arr1 = [11,12,13,14,15];  
2 let arr2 = arr1.map(x => 'LineA: ' + x);  
3 console.log(arr2); [ 'LineA: 11', 'LineA: 12', 'LineA: 13',  
4 return msg;         'LineA: 14', 'LineA: 15' ]
```







# Array methods

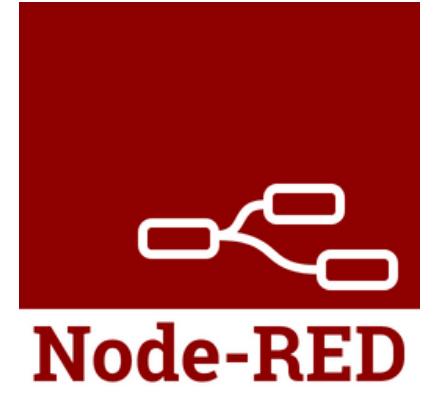
## map()

This function is used when you want to change all the values of the array.

### Mapping negative elements to positive

```
1  let arr = [11,-12,-13,14,15];
2  function checkPositive(element,index)
3  {
4      if (element < 0)
5      {
6          return (element * -1)
7      }
8      else
9          return (element)
10 }
11 var filteredArray = arr.map(checkPositive);
12 console.log(filteredArray); [ 11, 12, 13, 14, 15 ]
13 return msg;
```





## Exercises

### Exercise 1:

Utilize the array method **forEach()** to transform the elements of the given array into integers and store them in a new array.

```
1 var arr1 = [11.34, 22.3, 10.23, 10.45, 43.1];
```

**Result** msg.payload : array[5]

▶ [ 11, 22, 10, 10, 43 ]

### Exercise 2:

Utilize the array method **filter()** to separate the elements of the given array into two arrays: one for positive values and another for negative values.

```
1 var arr1 = [-11.34, 22.3, -10.23, -10.45, 43.1];
```

**Result** msg.payload : array[2]

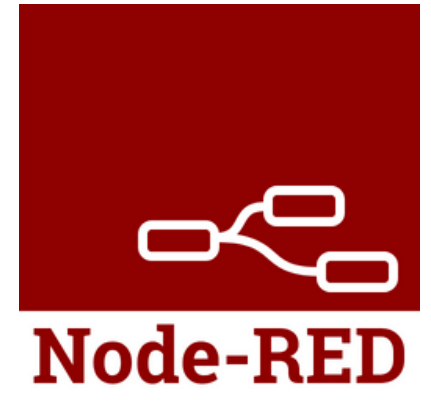
▶ [ 22.3, 43.1 ]

2/9/2024, 11:31:37 AM node: debug 119

msg.payload : array[3]

▶ [ -11.34, -10.23, -10.45 ]





## Exercises

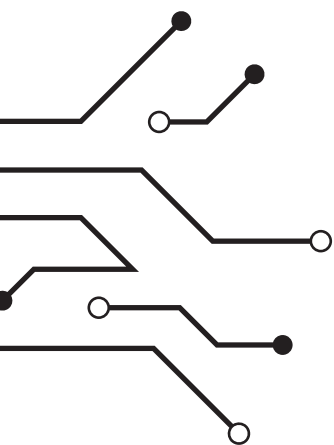
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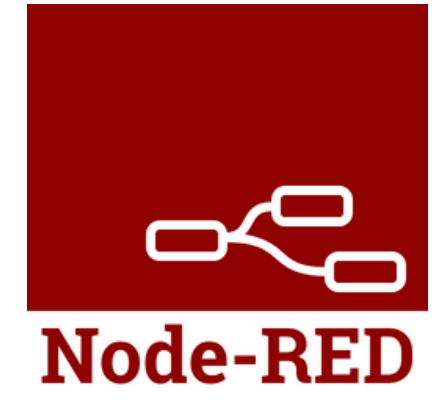
### Exercise 3:

Given an array of temperatures in Fahrenheit, use `.map()` to create a new array where the temperatures are converted to Celsius. The formula for conversion is  $(F - 32) * 5/9$ .

```
var arr1 = [100, 98.4, 101, 94.67];
```

**Result** ▶ [ 37.78, 36.89, 38.33, 34.82 ]



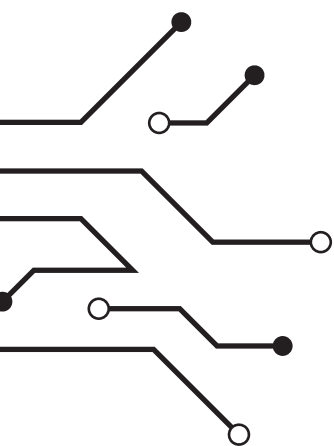


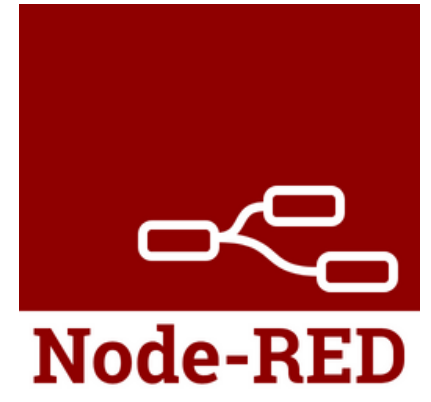
# String methods

---

String methods are used to manipulate the string. The following are some of the most commonly used string functions.

- Combining string
- String to array
- Array to string
- Index and positions
- Creating substring
- Replacing part of the string
- Uppercase and Lowercase





# Combining String

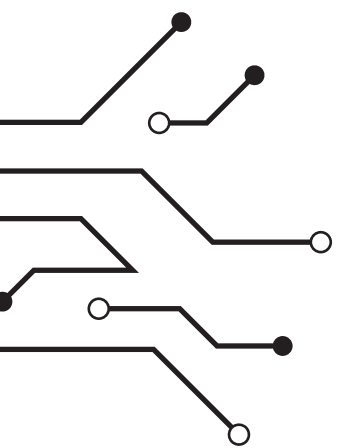
## concat

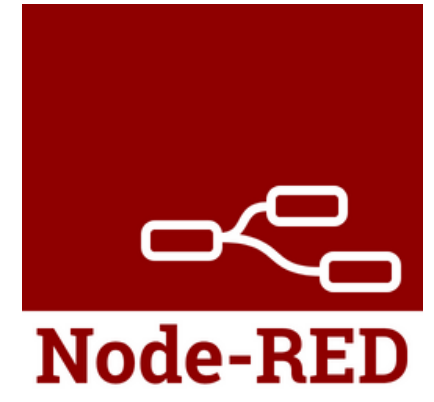
```
1 let str1 = "Hello ";
2 let str2 = "Code and Compile";
3 console.log(str1.concat(str2));
4 return msg;
```

```
Hello Code and Compile
```

```
1 let str1 = 123;
2 let str2 = "Code and Compile";
3 console.log(str1 + str2)
4 console.log(str1.concat(str2));
5 return msg;
```

```
123Code and Compile
9 Feb 13:15:14 - [error] [function:concat] TypeError: str
1.concat is not a function
```





# String to Array

## split

```
let str1 = "Code and Compile, Germany";  
console.log(str1.split(""));  
return msg;
```

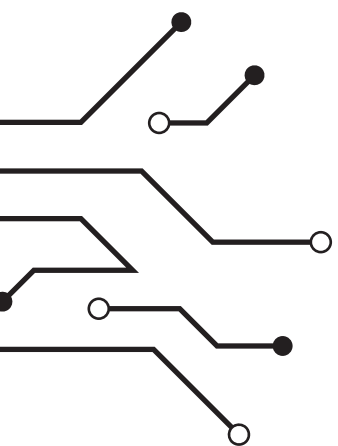
```
[  
  'C', 'o', 'd', 'e', ' ', 'a',  
  'n', 'd', ' ', 'C', 'o', 'm',  
  'p', 'i', 'l', 'e', ' ', ' ',  
  'G', 'e', 'r', 'm', 'a', 'n',  
  'y'  
]
```

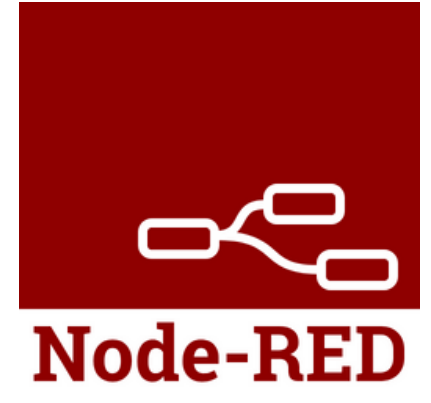
```
let str1 = "Code and Compile, Germany";  
console.log(str1.split(" "));  
return msg;
```

```
[ 'Code', 'and', 'Compile,',  
  'Germany' ]
```

```
let str1 = "Code and Compile, Germany";  
console.log(str1.split(", "));  
return msg;
```

```
[ 'Code and Compile', ' Germany' ]
```





## String to Array

### join

```
1 let arr1 = ["h","e","l","l","o"];
2 console.log(arr1.join());
3 return msg;
```

h,e,l,l,o

```
1 let arr1 = ["h","e","l","l","o"];
2 console.log(arr1.join('-'));
3 return msg;
```

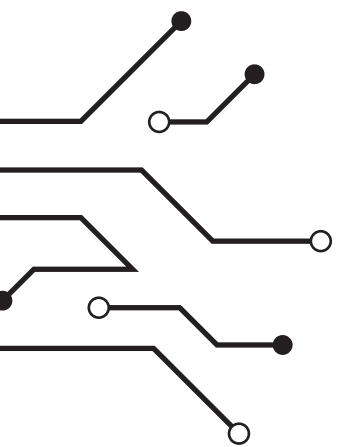
h-e-l-l-o

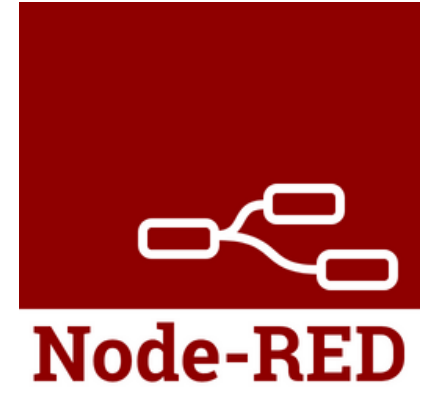
```
1 let arr1 = ["h","e","l","l","o"];
2 console.log(arr1.join(''));
3 return msg;
```

hello

```
1 let arr1 = [1,2,3,4,5];
2 console.log(arr1.join('-'));
3 return msg;
```

1-2-3-4-5





# index and positions

## indexOf

```
1 let str1 = "Hello Code and Compile!";  
2 console.log(str1.indexOf('C')); 6  
3 return msg;
```

```
1 let str1 = "Hello Code and Compile!";  
2 console.log(str1.indexOf('Code')); 6  
3 return msg;
```

```
1 let str1 = "Hello Code and Compile!";  
2 console.log(str1.indexOf('G')); -1  
3 return msg;
```

## lastIndexOf

```
1 let str1 = "Hello Code and Compile!";  
2 console.log(str1.lastIndexOf('o')); 16  
3 return msg;
```

## charAt

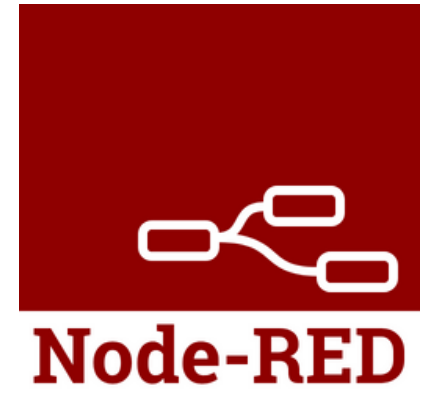
```
1 let str1 = "Hello Code and Compile!";  
2 console.log(str1.charAt(6)); C  
3 return msg;
```



If the value is out of the range, it will return an empty string







## Substring

It requires two parameters: the starting index and the ending index. If you omit the ending index, it will continue until the end of the string. The ending index is not inclusive.

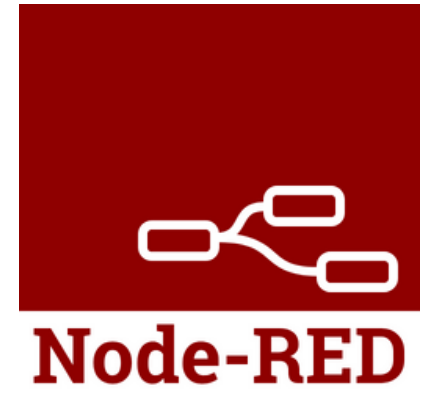
```
1 let str1 = "Hello Code and Compile!";
2 console.log(str1.slice(6));
3 return msg;
```

Code and Compile!

```
1 let str1 = "Hello Code and Compile!";
2 console.log(str1.slice(6,11));
3 return msg;
```

Code





## Replacing

This is used to replace part of the string

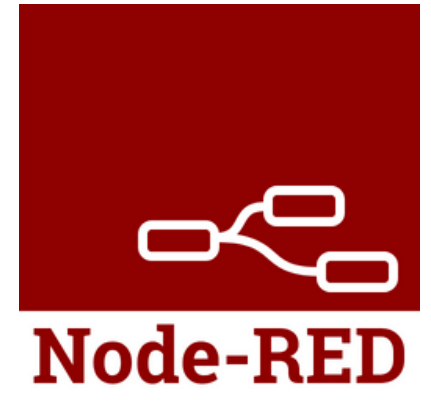
```
1 let str1 = "Hello Code and Compile!";  
2 console.log(str1.replace("Code and Compile", "Rajvir"));  
3 return msg;
```

Hello Rajvir!

```
1 let str1 = "H3llo Cod3 and Compil3!";  
2 console.log(str1.replaceAll("3", "e"));  
3 return msg;
```

Hello Code and Compile!





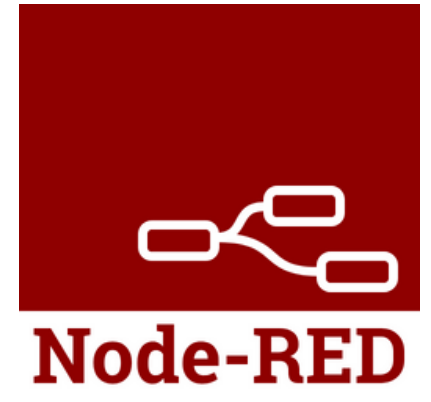
## Uppercase and lowercase

These methods are utilized to capitalize and decapitalize the string.

```
1  let str1 = "Hello Code and Compile!";  
2  console.log(str1.toUpperCase());  
3  console.log(str1.toLowerCase());  
4  return msg;
```

```
HELLO CODE AND COMPILE!  
hello code and compile!
```



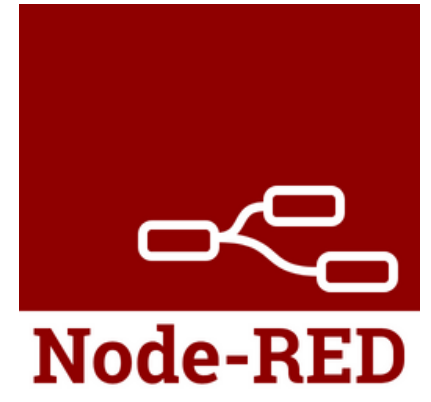


## Start and end of the string

These methods are employed to confirm whether a string begins or ends with a particular letter or sequence of letters.

```
1  let str1 = "Hello Code and Compile!";  
2  console.log(str1.startsWith("Hello")); true  
3  console.log(str1.endsWith("Code"));   false  
4  return msg;
```





## Exercises

### Exercise 1:

Utilize various string methods to get the following result:

```
1  let str1 = ["H3llø", "Cøde", "&", "Cømpil3"];
```

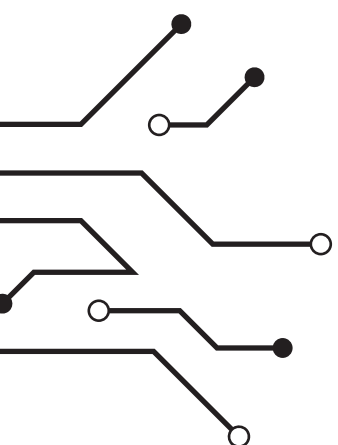
Result `Hello Code and Compile ,Germany`

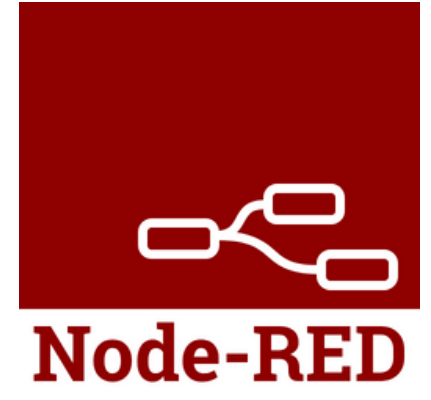
### Exercise 2:

Utilize various string methods to capitalize only first letter of the each word

```
1  var str1 = "Hello Code and compile";  
2  var str2 = "hello cODE and cOMpile";
```

Result `Hello Code And Compile`





# Number methods

There are some built-in number methods that we can use directly.

## Specifying number of decimals

This allows us to determine the number of decimal places we can specify.

```
1 var value = 12.16734563;  
2 console.log(value.toFixed(3));
```

12.167

"12.167"



It converts the output to string format

## Specifying precision

This allows us to get the number with the defined precision.

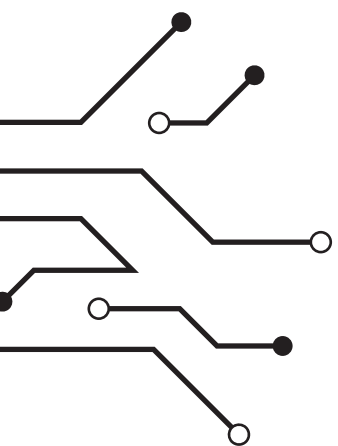
```
1 var value = 12.16734563;  
2 console.log(value.toPrecision(3));
```

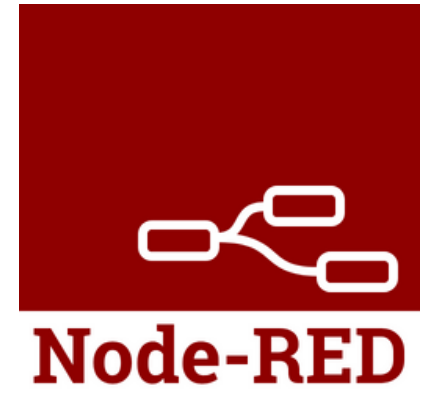
12.2

"12.2"



It converts the output to string format



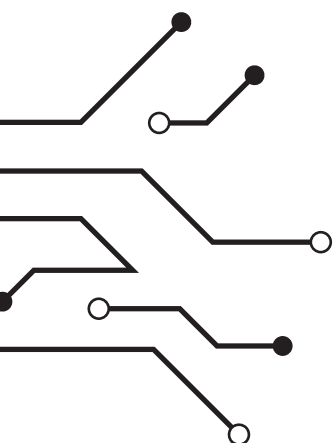


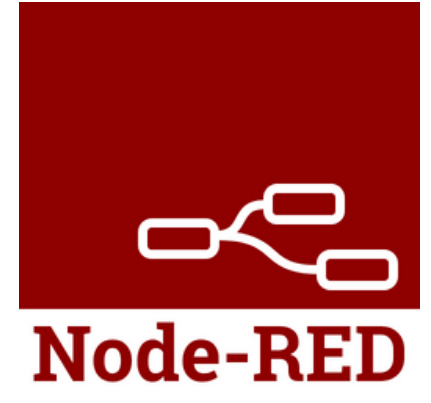
# Number methods

To check property of the number

```
1  var value = 12.1673;  
2  console.log(isNaN(value)); //global function  
3  console.log(isFinite(value)); //global function  
4  console.log(Number.isInteger(value)); //not global function
```

```
false  
true  
false
```





## Math methods

There are some built-in number to perform calculations and operations on numbers

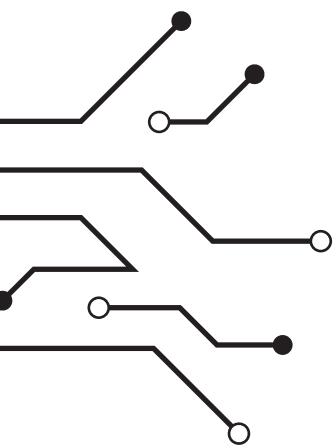
### Find highest and lowest number

```
1 let numbers = [100, 31, 24, 15, 64];  
2 console.log(Math.max(...numbers));  
3 console.log(Math.min(...numbers));
```

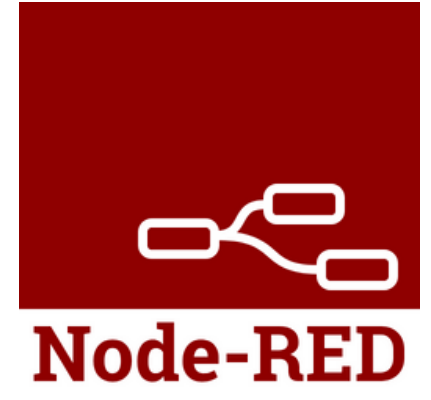
100  
15



The spread operator in JavaScript, denoted by three dots (...), is a convenient way to **expand elements of an iterable (such as an array) or an object's properties in places where multiple elements or variables are expected**





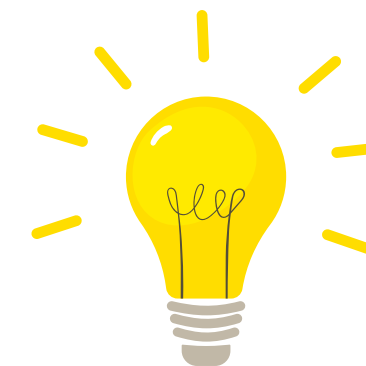


## Math methods

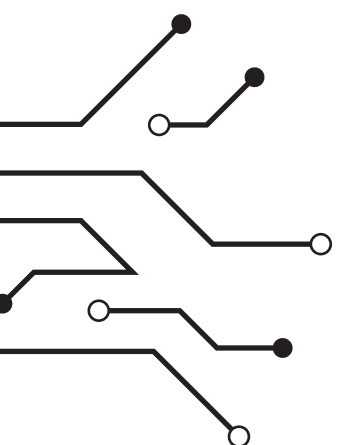
### Find highest and lowest number for large arrays

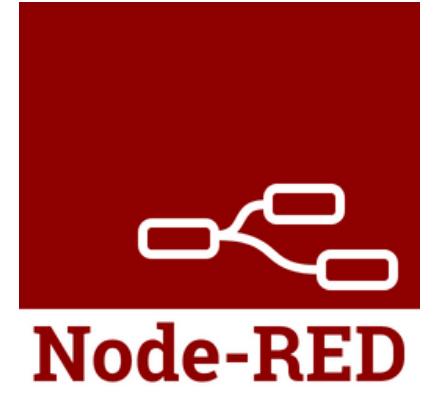
For very large arrays, using the spread operator with `Math.max()` or `Math.min()` might result in a "**Maximum call stack size exceeded**" error because it essentially **tries to pass a large number of arguments to a function**. An alternative approach for large arrays is to use the **`reduce()`** method:

```
1  var arr = []
2  for (let index = 0; index < 1000000; index++) {
3    arr.push(Math.random()*100)
4  }
5  let max = arr.reduce((a, b) => Math.max(a, b));
6  let min = arr.reduce((a, b) => Math.min(a, b));
7  console.log(max); 99.99975156036567
8  console.log(min); 0.000010017592599886882
```



The reduce method is used to **reduce the array to a single value**





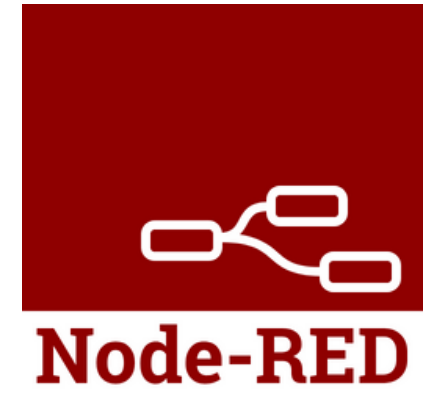
## Math methods

Find highest and lowest number for large arrays with objects

```
1 var arr = []
2 for (let index = 0; index < 1000000; index++) {
3   arr.push({ index: index, value: (Math.random() * 100) })
4 }
5
6 const max = arr.reduce((a, b) => b.value > a.value ? b : a, { value: arr[0].value });
7 const min = arr.reduce((a, b) => b.value < a.value ? b : a, { value: arr[0].value });
8
9 console.log(max);
10 console.log(min);
```

```
{ index: 628638, value: 99.9998887640839 }
{ index: 514459, value: 0.00023532550599281166 }
```





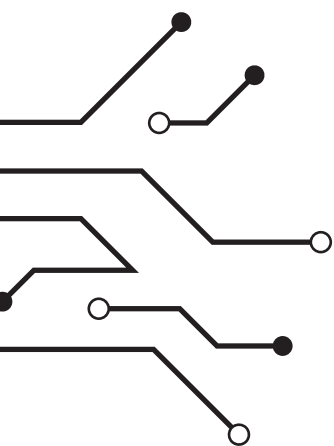
## Math methods

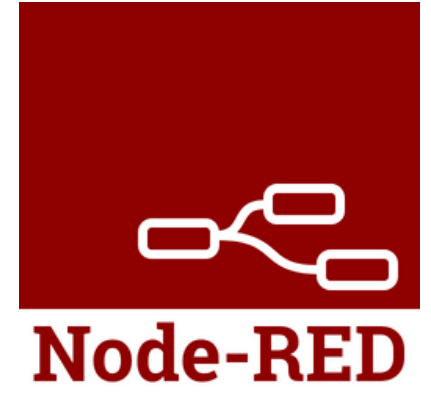
There are some built-in number to perform calculations and operations on numbers

### Square root and raising the power

```
1 let number = 64;  
2 console.log(Math.sqrt(number));  
3 console.log(Math.pow(number,2));
```

8  
4096



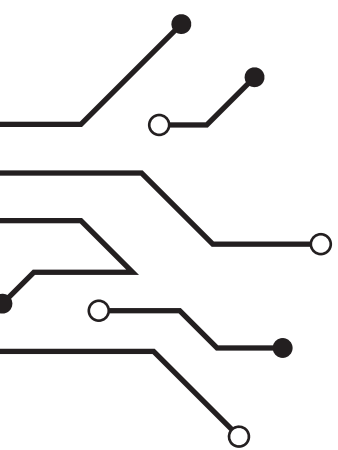


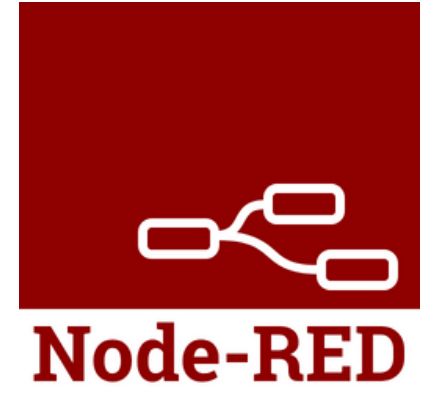
## Math methods

### Math.round, Math.ceil, Math.floor and Math.trunc

These methods are used to convert decimals to integers

- **Math.round**: Rounds a number to the nearest integer. If the fractional part is 0.5 or higher, it rounds up; otherwise, it rounds down. Example: **Math.round(1.5)** gives 2, and **Math.round(1.4)** gives 1.
- **Math.ceil**: Rounds a number up to the next largest integer. It always rounds up, regardless of the fractional part. **Math.ceil(1.1)** gives 2
- **Math.floor**: Rounds a number down to the nearest integer. It always rounds down, no matter what the fractional part is. **Math.floor(1.9)** gives 1
- **Math.trunc**: Removes the decimal part of the number, truncating it to an integer without rounding. It just cuts off the digits after the decimal point. **Math.trunc(1.9)** gives 1, and **Math.trunc(-1.9)** gives -1





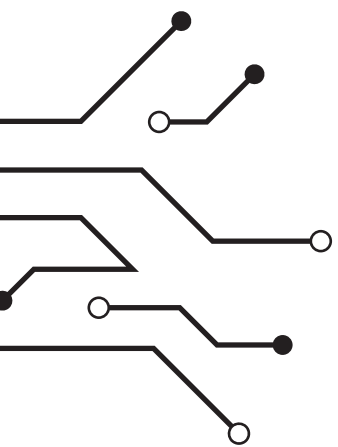
## Math methods

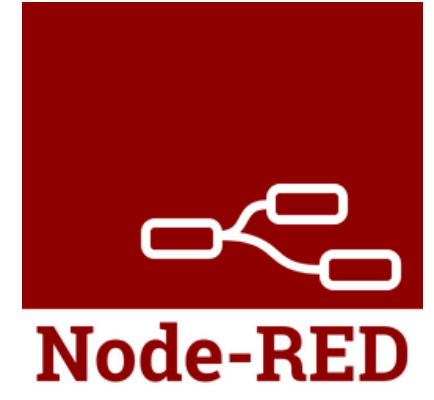
### **Math.round, Math.ceil, Math.floor and Math.trunc**

These methods are used to convert decimals to integers

```
1  let number1 = -64.452;  
2  let number2 = -64.852;  
3  console.log(Math.round(number1), Math.round(number2));  
4  console.log(Math.ceil(number1), Math.ceil(number2));  
5  console.log(Math.floor(number1), Math.floor(number2));  
6  console.log(Math.trunc(number1), Math.trunc(number2));
```

```
-64 -65  
-64 -64  
-65 -65  
-64 -64
```





## Exercise

### Analyzing and Processing Number Data

Given an array of positive numbers, perform various mathematical operations to analyze and process the data.

```
1 let numbers = [2.5, 3.8, 5, 7.3, 1.2, 4.8];
```

- Determine the largest and smallest numbers in the array.
- Create a new array containing the square roots of each number, rounded to max. two decimal places.
- Calculate the average (mean) of the numbers, then round it to the nearest whole number.
- Create a new array where each number's decimal points are truncated.

2/18/2024, 6:50:37 PM node: debug 7

msg.payload : Object

▼ object

Largest number: 7.3

Smallest number: 1.2

▼ Square root: array[6]

0: 1.58

1: 1.95

2: 2.24

3: 2.7

4: 1.1

5: 2.19

Average value: 4

▼ Truncated: array[6]

0: 2

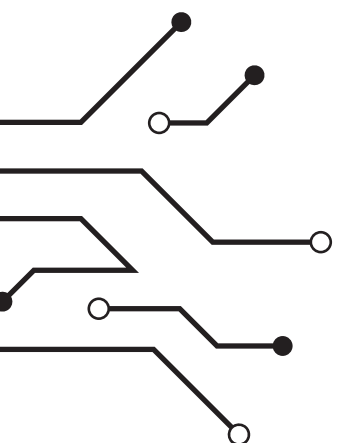
1: 3

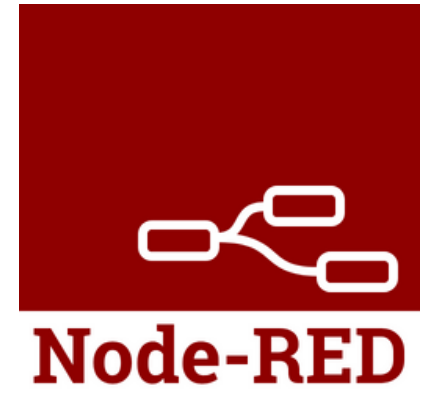
2: 5

3: 7

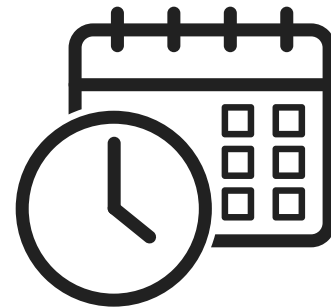
4: 1

5: 4





# Date methods



In JavaScript, there are built in Date objects which has a lot of built-in functions to implement on the date.

## Creating dates

```
1 var dateTime = new Date();  
2 console.log(dateTime);  
3 msg.payload = dateTime;  
4 return msg;
```

*new Date()* returns a date object (UTC) with the current date and time.

Date and time is separated with a capital T.  
UTC time is defined with a capital letter Z.

```
2024-02-11T15:40:09.444Z
```

▼ object

```
_msgid: "8e121dbc48e33880"
```

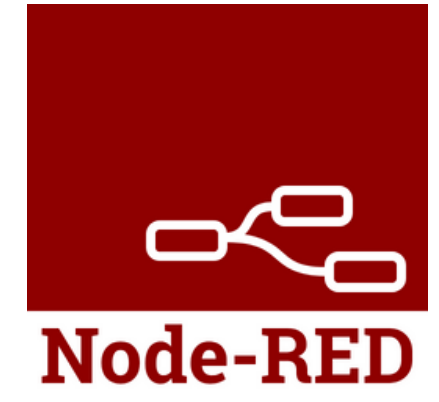
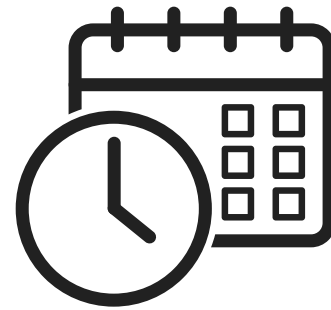
```
payload: "2024-02-11T15:40:09.444Z"
```

```
topic: ""
```



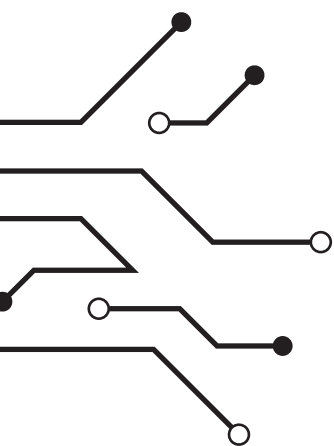


# Date methods

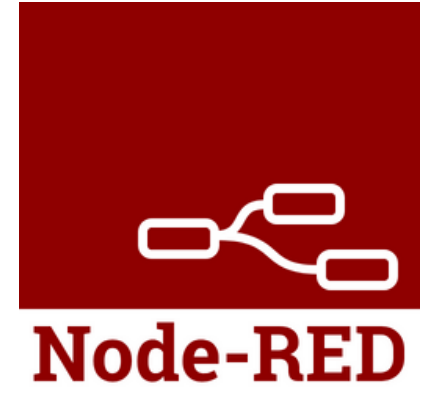


## Get Methods

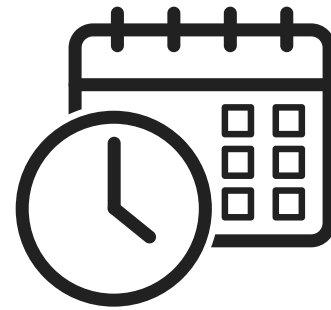
- **getFullYear():** Get year as a four digit number (yyyy)
- **getMonth():** Get month as a number (0-11)
- **getDate():** Get day as a number (1-31)
- **getDay():** Get weekday as a number (0-6). In JavaScript, the first day of the week (day 0) is Sunday.
- **getHours():** Get hour (0-23)
- **getMinutes():** Get minute (0-59)
- **getSeconds():** Get second (0-59)
- **getMilliseconds():** Get millisecond (0-999)
- **getTime():** Get time (milliseconds since January 1, 1970)







# Date methods



## Change date format

```
1 var dateTime = new Date();
2 console.log(dateTime.toLocaleString('de-DE')); 11.2.2024, 17:20:31
3 console.log(dateTime.toLocaleString('en-CA')); 2024-02-11, 5:20:31 p.m.
4 console.log(dateTime.toLocaleString('sv-SE')); 2024-02-11 17:20:31
```

```
4 console.log(dateTime.toLocaleDateString('sv-SE')); 2024-02-11
5 console.log(dateTime.toLocaleTimeString('sv-SE')); 17:24:51
```

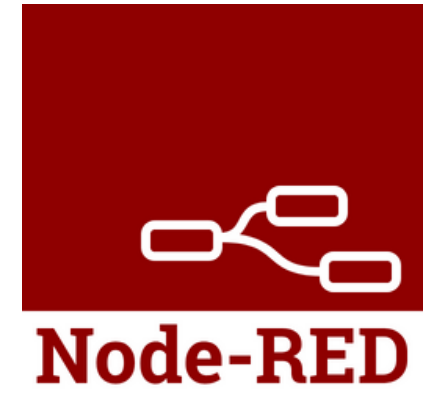


The difference between Local time and UTC time can be up to 24 hours.

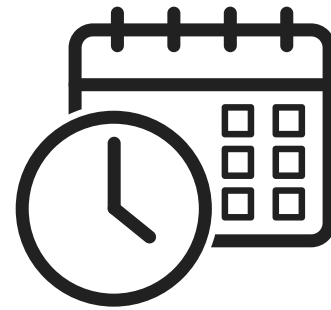
More info: [https://www.w3schools.com/jsref/jsref\\_tolocalestring.asp](https://www.w3schools.com/jsref/jsref_tolocalestring.asp)

[www.codeandcompile.com](http://www.codeandcompile.com)





## Date methods

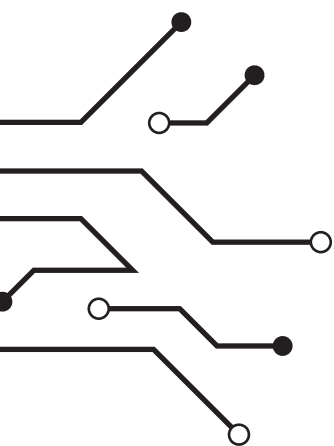


**Parse: Returns milliseconds since January 1, 1970)**

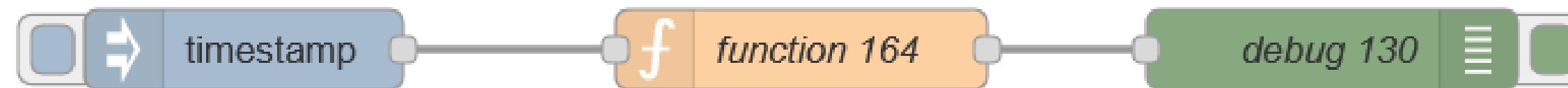
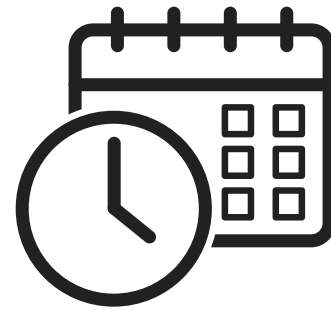
```
1 var dateTime = new Date();
2 dateTime = dateTime.toLocaleString('sv-SE');
3 console.log(Date.parse(dateTime)); 1707670993000
4 return msg;
```

**Apply methods on the result**

```
1 var dateTime = new Date();
2 dateTime = dateTime.toLocaleString('sv-SE');
3 var milliseconds = Date.parse(dateTime);
4 var milliseconds_to_date = new Date(milliseconds);
5 console.log(milliseconds_to_date.getHours()); 18
6 console.log(milliseconds_to_date.getMinutes()); 11
7 console.log(milliseconds_to_date.getSeconds()); 38
```



# Timestamp

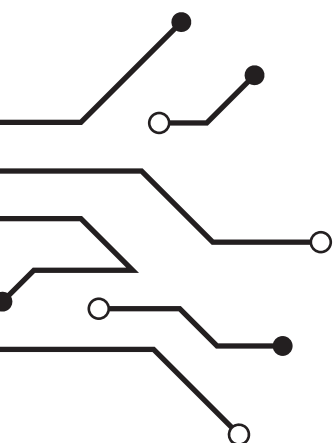


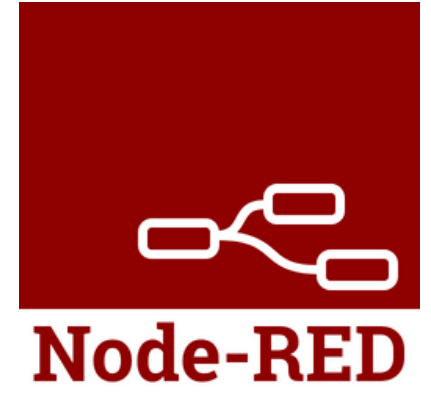
```
1 var dateTime = new Date(msg.payload);  
2 console.log(dateTime);  
3 msg.payload = dateTime;  
4 return msg;
```

msg.payload : Date

"Sun Feb 11 2024 18:14:53 GMT+0100 (Central  
European Standard Time)"

Learn more: [https://www.w3schools.com/js/js\\_dates.asp](https://www.w3schools.com/js/js_dates.asp)





## Exercise

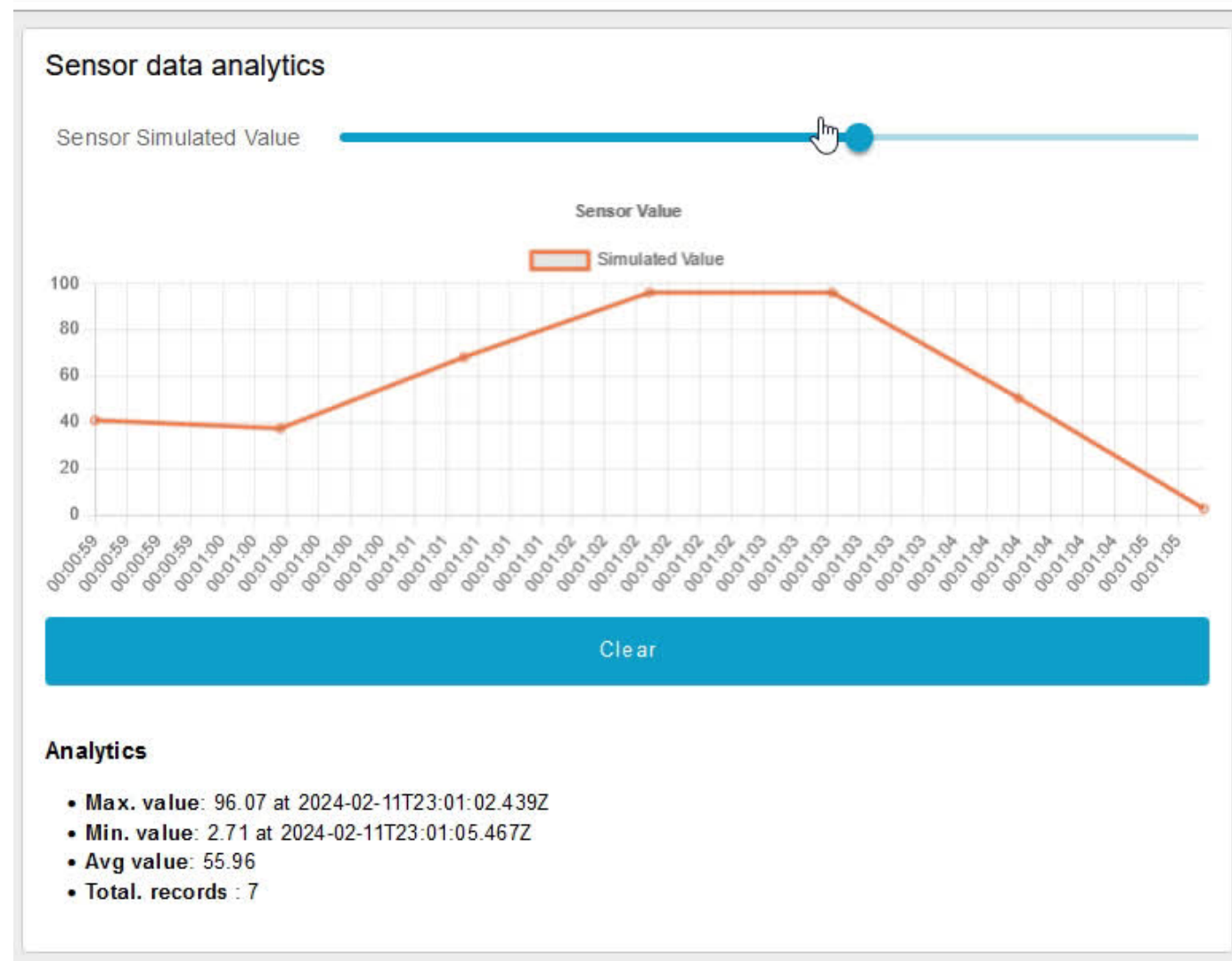
### Data Logging with Timestamps

- Simulates data from a sensor and logs the data when it changes with a timestamp.
- Store the result in an array of objects and show it on the chart
- Calculate the followings:
  - Maximum value with timestamp
  - Minimum value with timestamp
  - Average value
  - Total records logged

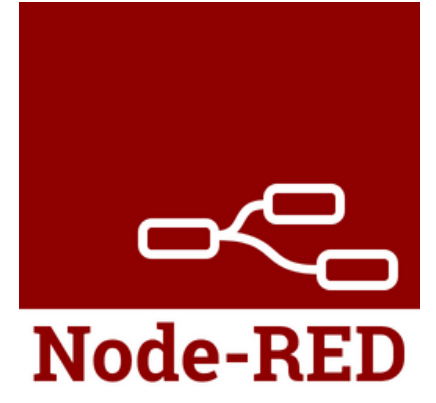


Use `Math.random()` to simulate sensor value between 0 and 100

JavaScript essentials for Node-RED



Code  Compile



**Thank you!**

[www.codeandcompile.com](http://www.codeandcompile.com)

