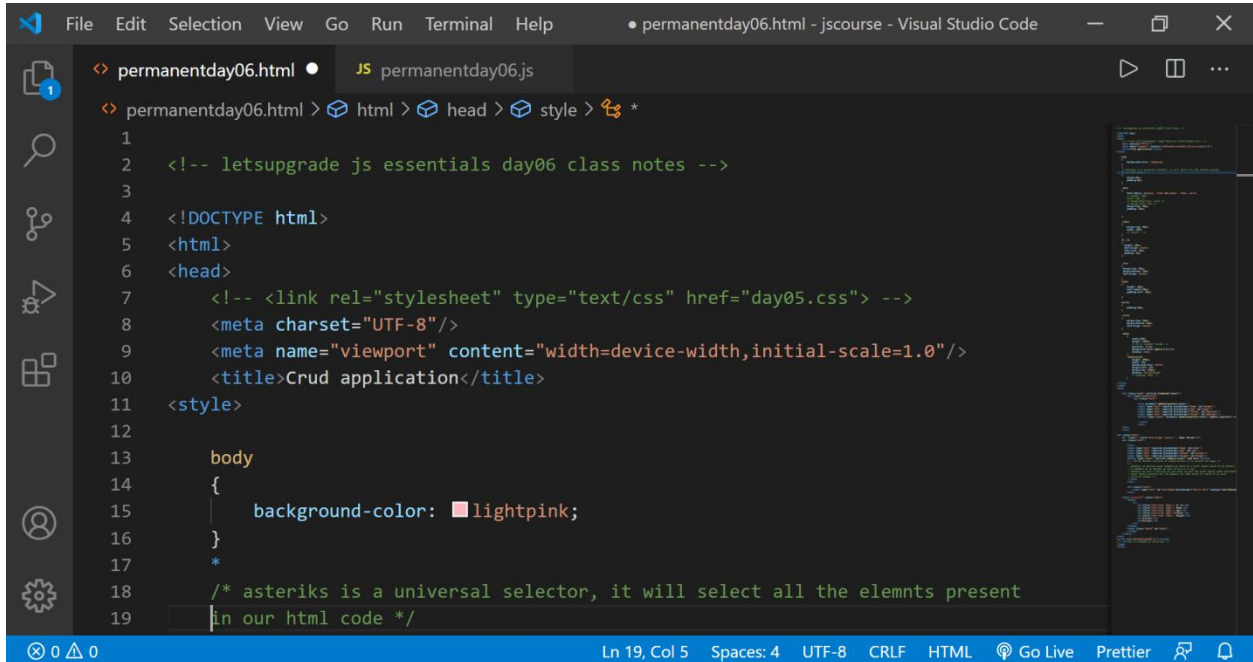
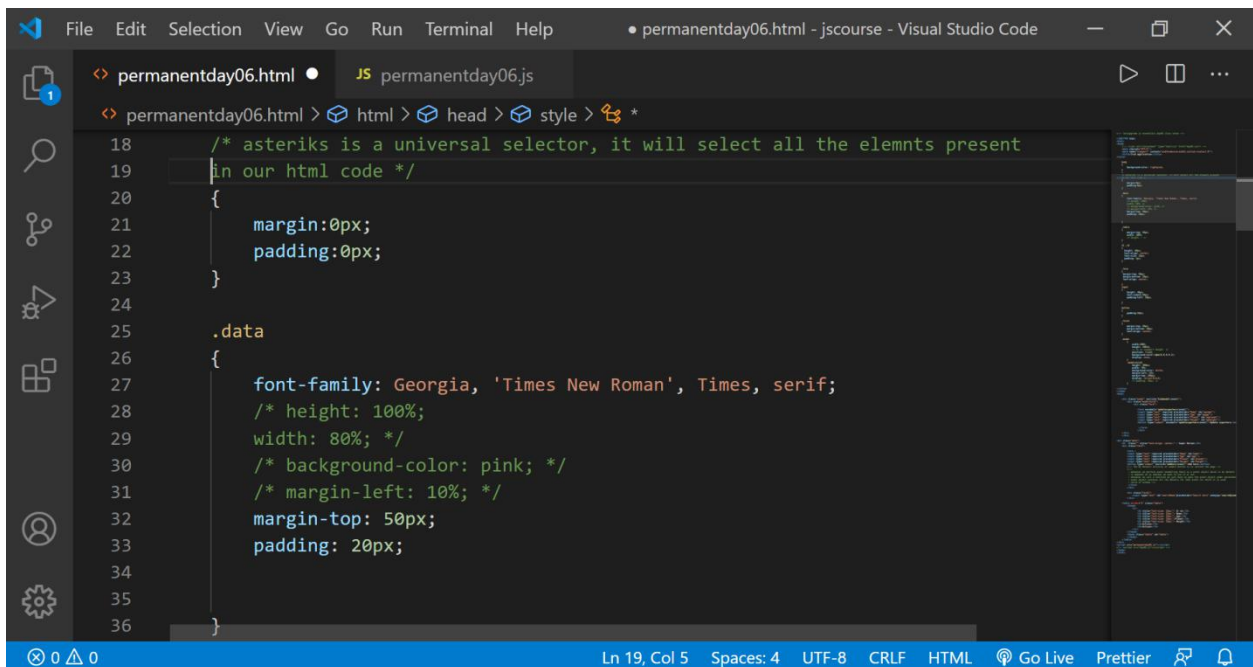


Letsupgrade js essentials Day – 06 notes (Continuation of Day-05 notes)

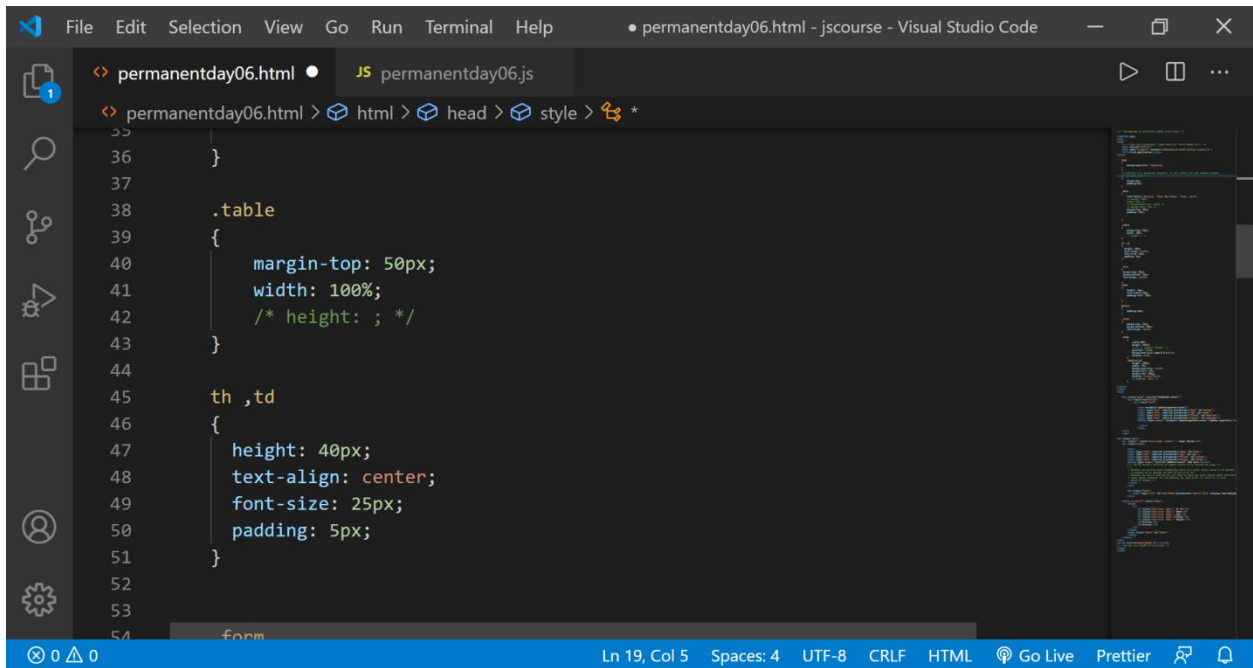
HTML code



```
permanentday06.html • JS permanentday06.js
permanentday06.html > html > head > style > *
1
2 <!-- letsupgrade js essentials day06 class notes -->
3
4 <!DOCTYPE html>
5 <html>
6 <head>
7   <!-- <link rel="stylesheet" type="text/css" href="day05.css"> -->
8   <meta charset="UTF-8"/>
9   <meta name="viewport" content="width=device-width,initial-scale=1.0"/>
10  <title>Crud application</title>
11  <style>
12
13    body
14    {
15      background-color: lightpink;
16    }
17  *
18  /* asteriks is a universal selector, it will select all the elemnts present
19  in our html code */
```



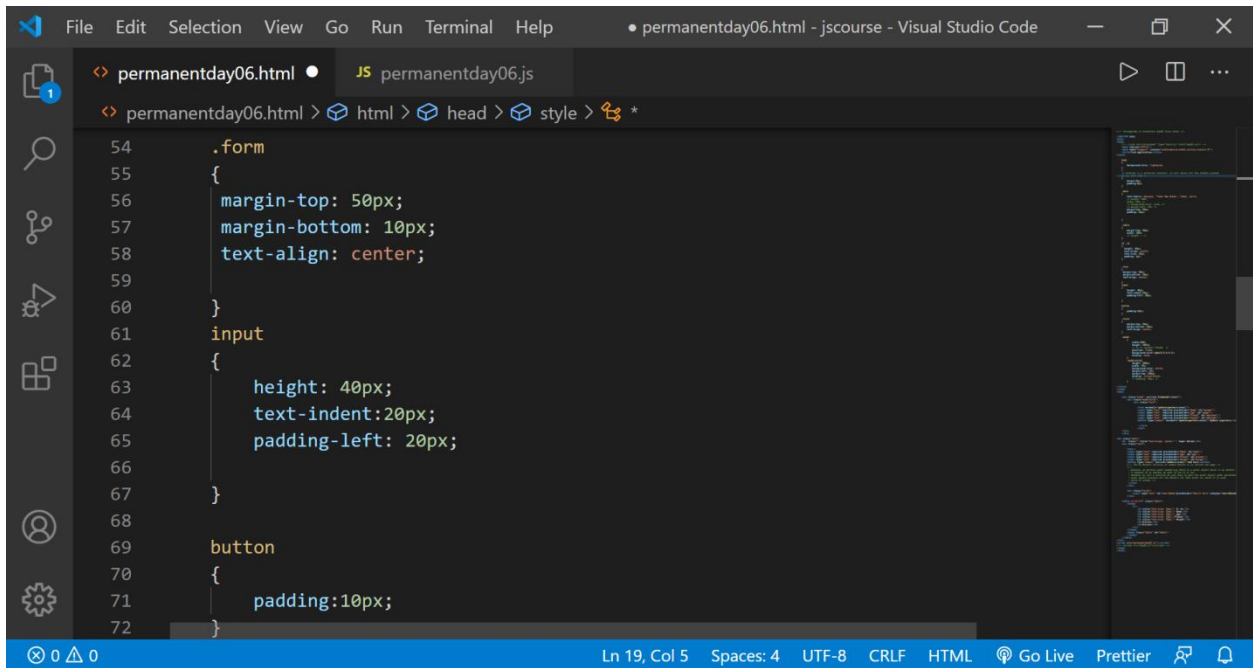
```
permanentday06.html • JS permanentday06.js
permanentday06.html > html > head > style > *
18  /* asteriks is a universal selector, it will select all the elemnts present
19  in our html code */
20  {
21    margin:0px;
22    padding:0px;
23  }
24
25  .data
26  {
27    font-family: Georgia, 'Times New Roman', Times, serif;
28    /* height: 100%;
29    width: 80%; */
30    /* background-color: pink; */
31    /* margin-left: 10%; */
32    margin-top: 50px;
33    padding: 20px;
34
35
36  }
```



This screenshot shows the Visual Studio Code editor with the file `permanentday06.html` open. The breadcrumb navigation at the top of the editor indicates the current position: `permanentday06.html > html > head > style > *`. The code editor displays CSS rules for a table. The `.table` selector is defined on lines 38-43, and the `th,td` selector is defined on lines 45-51. The status bar at the bottom shows the cursor is at line 19, column 5, with 4 spaces, UTF-8 encoding, and CRLF line endings. The editor is using the HTML language mode and the Prettier formatter.

```
35
36 }
37
38 .table
39 {
40     margin-top: 50px;
41     width: 100%;
42     /* height: ; */
43 }
44
45 th,td
46 {
47     height: 40px;
48     text-align: center;
49     font-size: 25px;
50     padding: 5px;
51 }
52
53
54 form
```

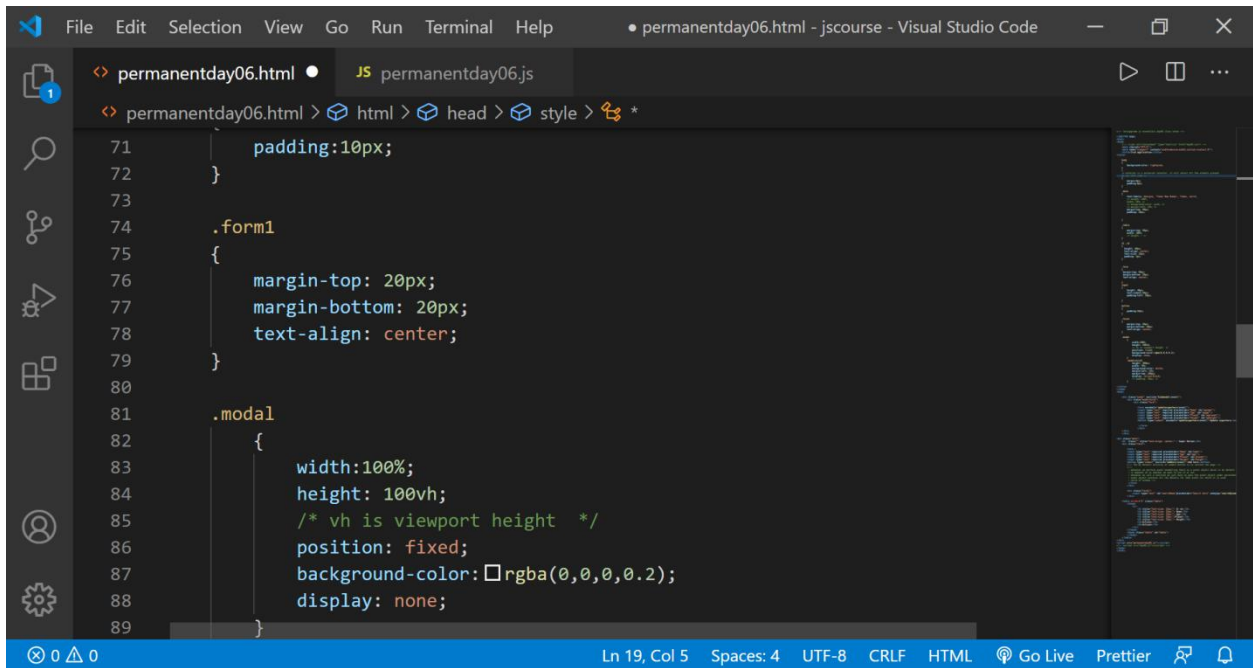
Ln 19, Col 5 Spaces: 4 UTF-8 CRLF HTML Go Live Prettier



This screenshot shows the Visual Studio Code editor with the file `permanentday06.html` open. The breadcrumb navigation at the top of the editor indicates the current position: `permanentday06.html > html > head > style > *`. The code editor displays CSS rules for a form and a button. The `.form` selector is defined on lines 54-60, the `input` selector is defined on lines 61-67, and the `button` selector is defined on lines 69-72. The status bar at the bottom shows the cursor is at line 19, column 5, with 4 spaces, UTF-8 encoding, and CRLF line endings. The editor is using the HTML language mode and the Prettier formatter.

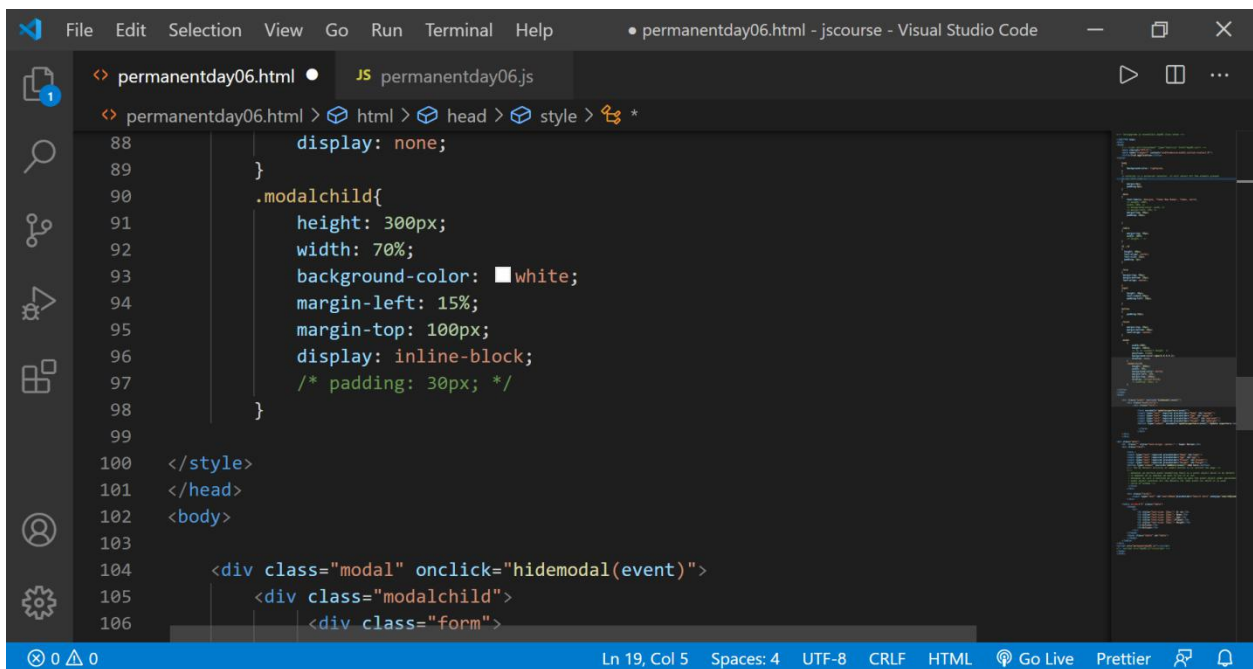
```
54 .form
55 {
56     margin-top: 50px;
57     margin-bottom: 10px;
58     text-align: center;
59 }
60
61 input
62 {
63     height: 40px;
64     text-indent: 20px;
65     padding-left: 20px;
66 }
67
68
69 button
70 {
71     padding: 10px;
72 }
```

Ln 19, Col 5 Spaces: 4 UTF-8 CRLF HTML Go Live Prettier



```
permanentday06.html • JS permanentday06.js
permanentday06.html > html > head > style > *
71     padding:10px;
72   }
73
74   .form1
75   {
76     margin-top: 20px;
77     margin-bottom: 20px;
78     text-align: center;
79   }
80
81   .modal
82   {
83     width:100%;
84     height: 100vh;
85     /* vh is viewport height */
86     position: fixed;
87     background-color: rgba(0,0,0,0.2);
88     display: none;
89   }
```

Ln 19, Col 5 Spaces: 4 UTF-8 CRLF HTML Go Live Prettier



```
permanentday06.html • JS permanentday06.js
permanentday06.html > html > head > style > *
88     display: none;
89   }
90   .modalchild{
91     height: 300px;
92     width: 70%;
93     background-color: white;
94     margin-left: 15%;
95     margin-top: 100px;
96     display: inline-block;
97     /* padding: 30px; */
98   }
99
100 </style>
101 </head>
102 <body>
103
104     <div class="modal" onclick="hidemodal(event)">
105       <div class="modalchild">
106         <div class="form">
```

Ln 19, Col 5 Spaces: 4 UTF-8 CRLF HTML Go Live Prettier

```
File Edit Selection View Go Run Terminal Help • permanentday06.html - jscourse - Visual Studio Code

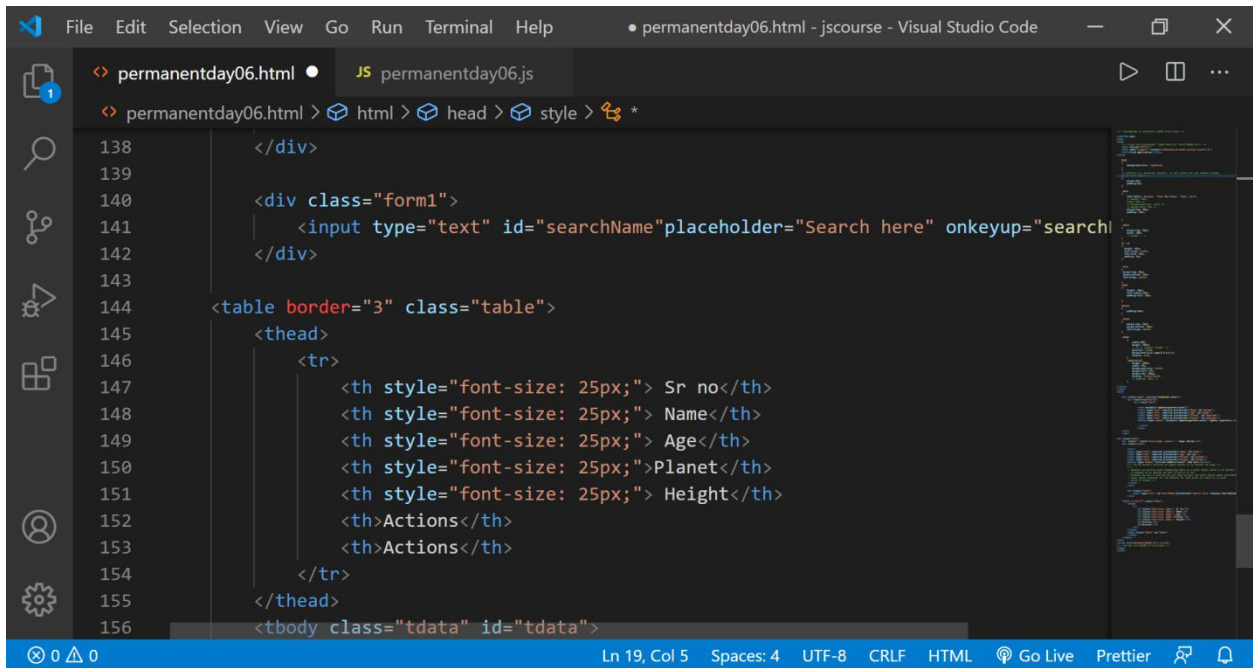
permanentday06.html • JS permanentday06.js
permanentday06.html > html > head > style > *

104 <div class="modal" onclick="hidemodal(event)">
105   <div class="modalchild">
106     <div class="form">
107
108       <form onsubmit="updatesuperhero(event)">
109         <input type="text" required placeholder="Name" id="upname"/>
110         <input type="text" required placeholder="Age" id="upage"/>
111         <input type="text" required placeholder="Planet" id="upplanet"/>
112         <input type="text" required placeholder="Height" id="upheight"/>
113         <button type="submit" onsubmit="updatesuperhero(event)">Update superhero
114       </form>
115     </div>
116   </div>
117 </div>
118
119
120 <div class="data">
121   <h1 class="" style="text-align: center;" > Super Heroes</h1>
122   <div class="form">
```

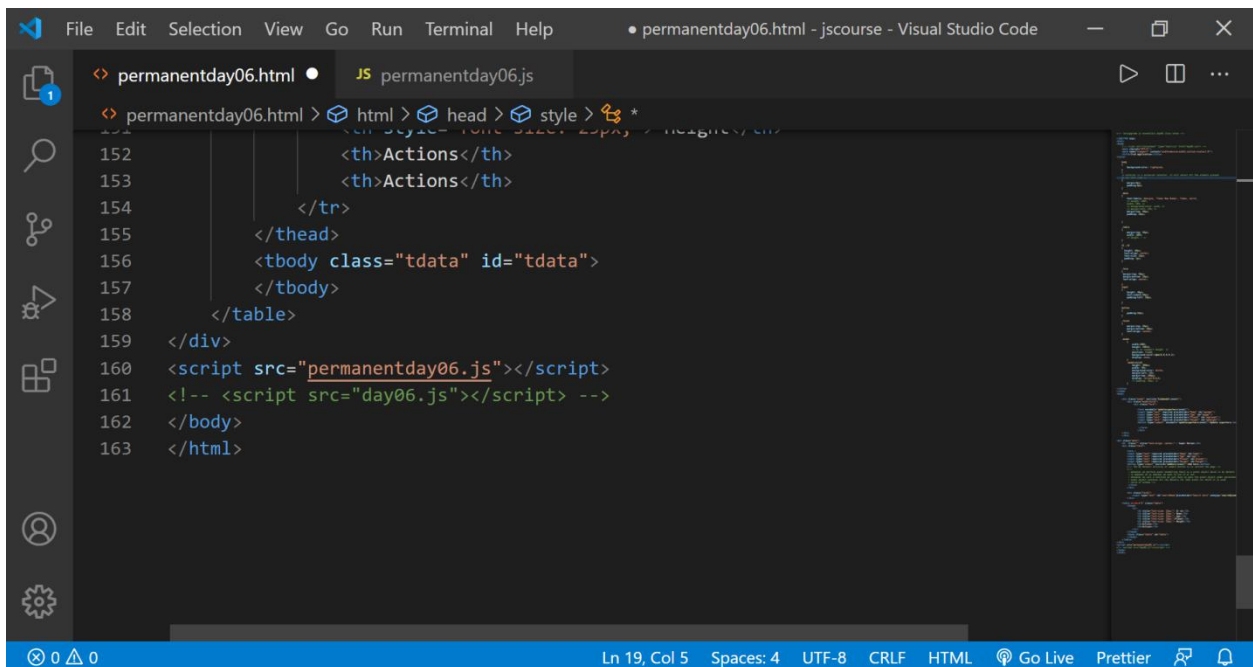
```
File Edit Selection View Go Run Terminal Help • permanentday06.html - jscourse - Visual Studio Code

permanentday06.html • JS permanentday06.js
permanentday06.html > html > head > style > *

120 <div class="data">
121   <h1 class="" style="text-align: center;" > Super Heroes</h1>
122   <div class="form">
123
124     <form >
125       <input type="text" required placeholder="Name" id="name"/>
126       <input type="text" required placeholder="Age" id="age"/>
127       <input type="text" required placeholder="Planet" id="planet"/>
128       <input type="text" required placeholder="Height" id="height"/>
129       <button type="submit" onclick="addhero(event)">Add hero</button>
130       <!-- The By Default activity of submit button is to refresh the page -->
131       <!--
132       ~ whenever we perform event handelling there is a event object which is by def.
133       ~ it depends on us whether we want to use it or not
134       ~ whenever we call a function we just have to pass the event object under para
135       ~ event object contains all the details for that event for which it is used
136       ~ child of window -->
137     </form>
138   </div>
```

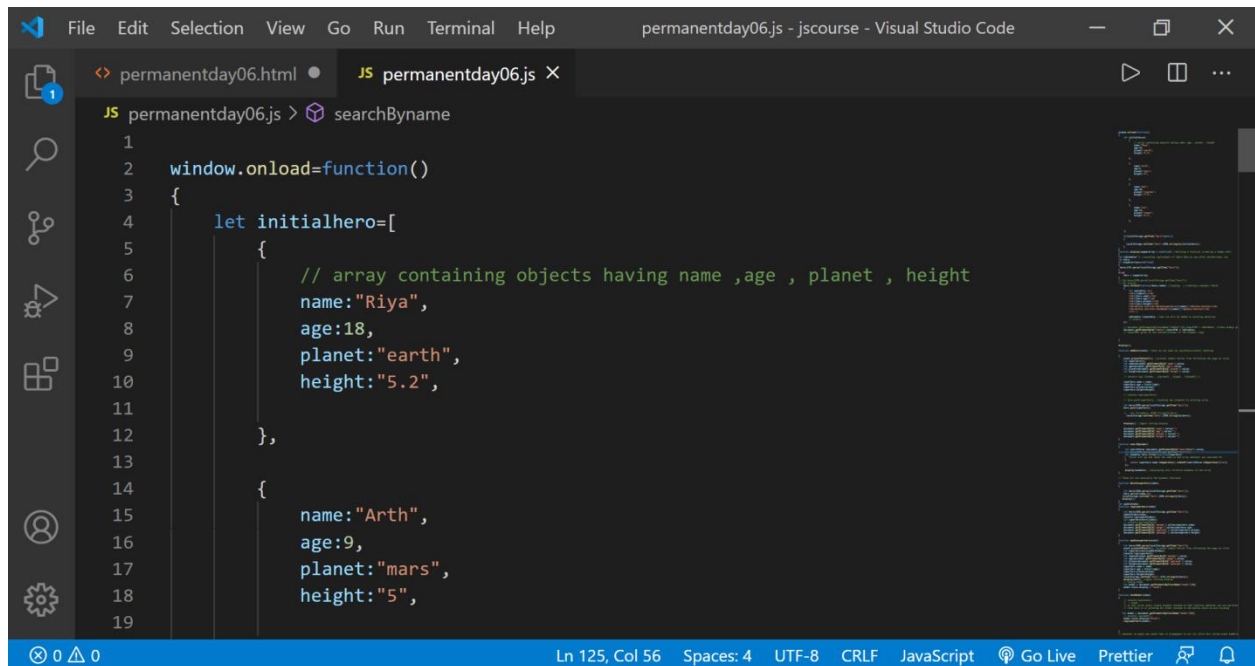


```
138     </div>
139
140     <div class="form1">
141         <input type="text" id="searchName"placeholder="Search here" onkeyup="searchName" />
142     </div>
143
144     <table border="3" class="table">
145         <thead>
146             <tr>
147                 <th style="font-size: 25px;"> Sr no</th>
148                 <th style="font-size: 25px;"> Name</th>
149                 <th style="font-size: 25px;"> Age</th>
150                 <th style="font-size: 25px;"> Planet</th>
151                 <th style="font-size: 25px;"> Height</th>
152                 <th>Actions</th>
153                 <th>Actions</th>
154             </tr>
155         </thead>
156         <tbody class="tdata" id="tdata">
```

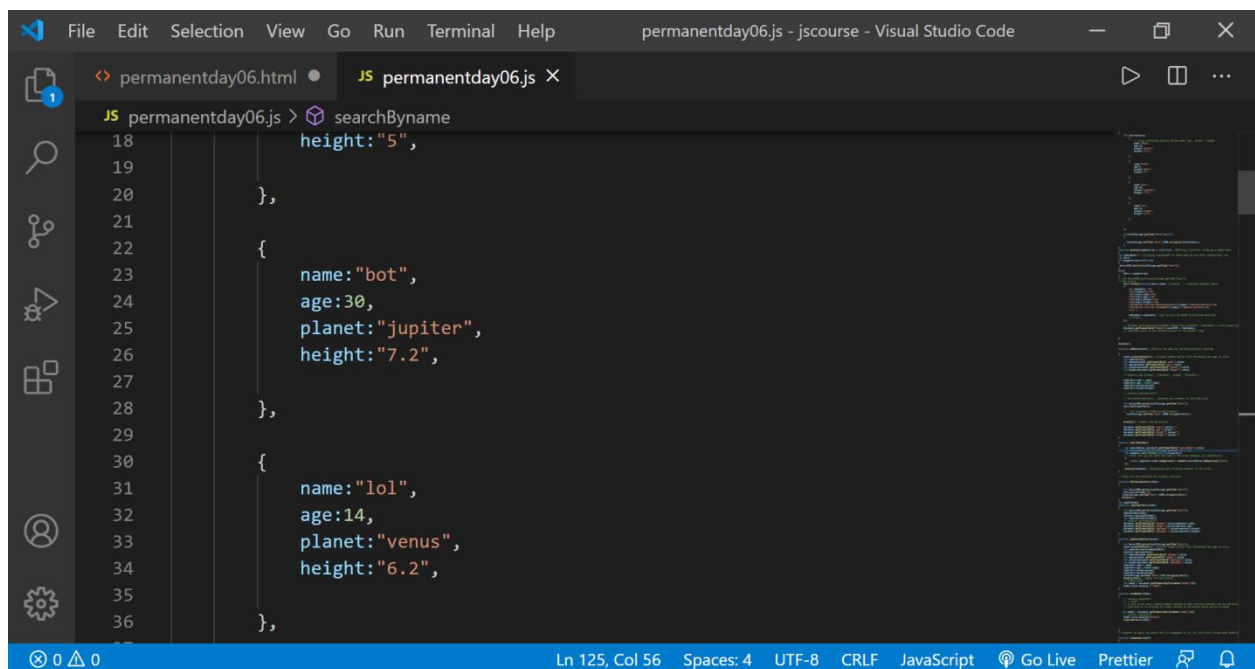


```
152                 <th>Actions</th>
153                 <th>Actions</th>
154             </tr>
155         </thead>
156         <tbody class="tdata" id="tdata">
157     </tbody>
158 </table>
159 </div>
160 <script src="permanentday06.js"></script>
161 <!-- <script src="day06.js"></script> -->
162 </body>
163 </html>
```

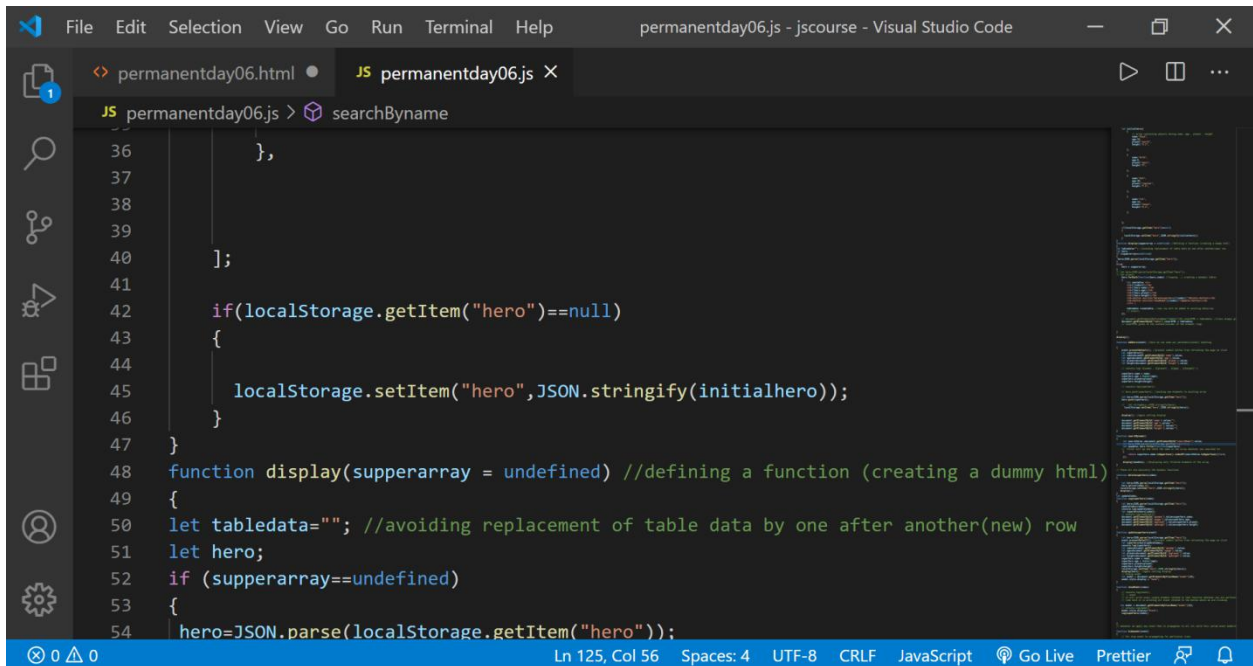

JAVASCRIPT CODE



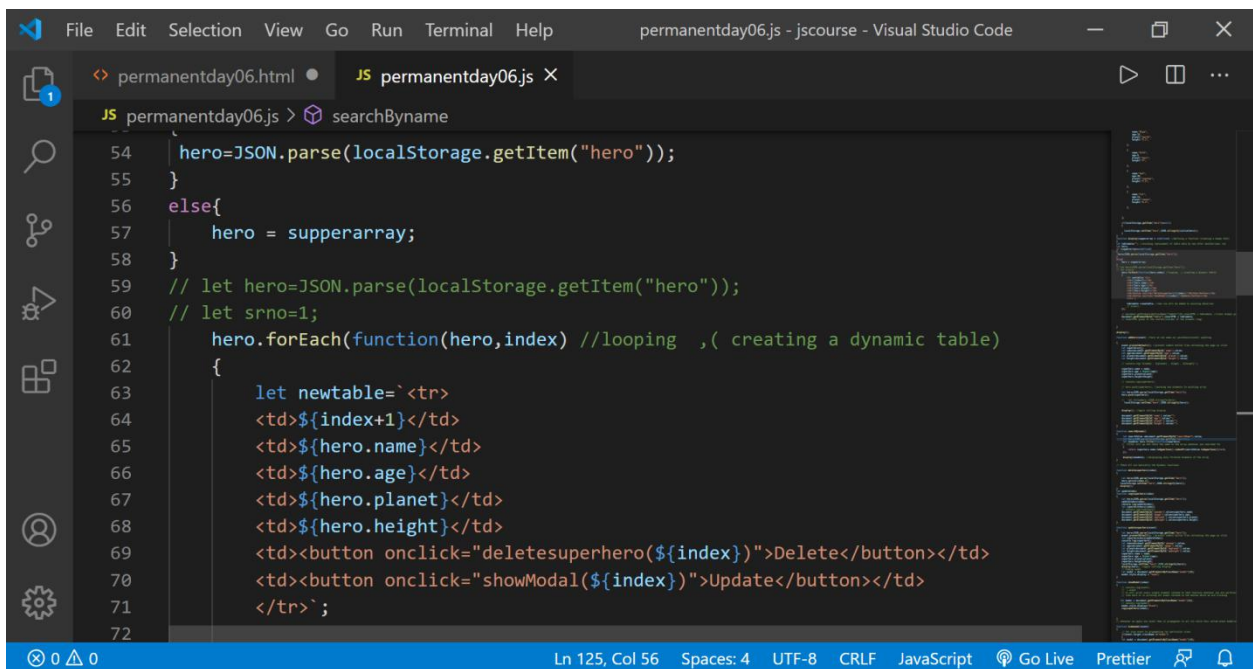
```
permanentday06.js > searchByName
1
2 window.onload=function()
3 {
4     let initialhero=[
5         {
6             // array containing objects having name ,age , planet , height
7             name:"Riya",
8             age:18,
9             planet:"earth",
10            height:"5.2",
11        },
12    },
13
14    {
15        name:"Arth",
16        age:9,
17        planet:"mars",
18        height:"5",
19    },
20 }
```



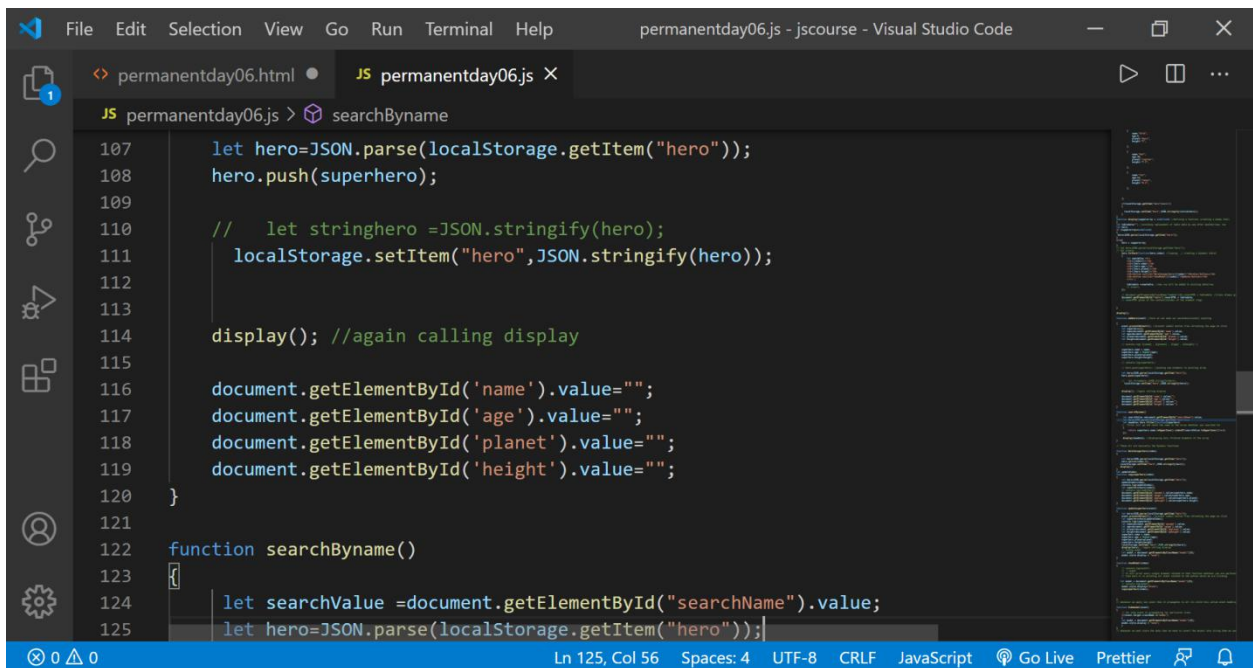
```
permanentday06.js > searchByName
18 height:"5",
19
20 },
21
22 {
23     name:"bot",
24     age:30,
25     planet:"jupiter",
26     height:"7.2",
27 },
28 },
29
30 {
31     name:"lol",
32     age:14,
33     planet:"venus",
34     height:"6.2",
35 },
36 },
37 }
```



```
File Edit Selection View Go Run Terminal Help permanentday06.js - jscourse - Visual Studio Code
permanentday06.html JS permanentday06.js X
JS permanentday06.js > searchByname
36     },
37
38
39
40 ];
41
42 if(localStorage.getItem("hero")==null)
43 {
44     localStorage.setItem("hero",JSON.stringify(initialhero));
45 }
46
47 }
48 function display(supperarray = undefined) //defining a function (creating a dummy html)
49 {
50     let tabledata=""; //avoiding replacement of table data by one after another(new) row
51     let hero;
52     if (supperarray==undefined)
53     {
54         hero=JSON.parse(localStorage.getItem("hero"));
```



```
File Edit Selection View Go Run Terminal Help permanentday06.js - jscourse - Visual Studio Code
permanentday06.html JS permanentday06.js X
JS permanentday06.js > searchByname
54     hero=JSON.parse(localStorage.getItem("hero"));
55 }
56 else{
57     hero = supperarray;
58 }
59 // let hero=JSON.parse(localStorage.getItem("hero"));
60 // let srno=1;
61 hero.forEach(function(hero,index) //looping ,( creating a dynamic table)
62 {
63     let newtable=`<tr>
64         <td>${index+1}</td>
65         <td>${hero.name}</td>
66         <td>${hero.age}</td>
67         <td>${hero.planet}</td>
68         <td>${hero.height}</td>
69         <td><button onclick="deletesuperhero(${index})">Delete</button></td>
70         <td><button onclick="showModal(${index})">Update</button></td>
71     </tr>`;
72 }
```

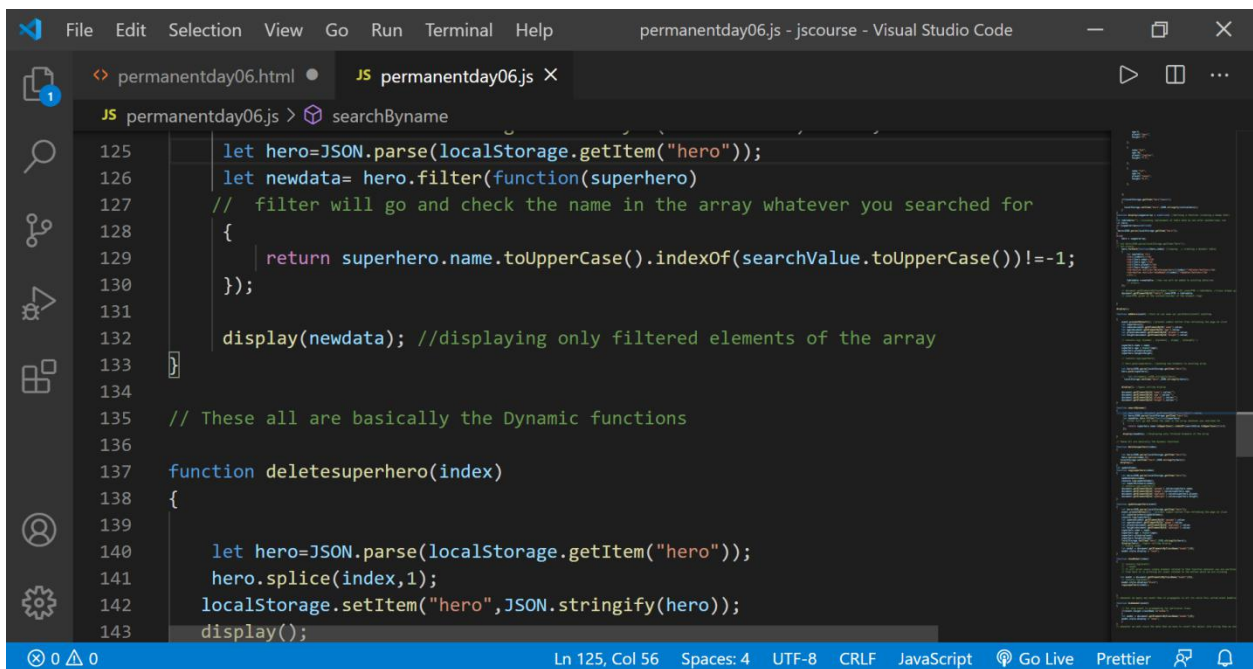



```
File Edit Selection View Go Run Terminal Help permanentday06.js - jscourse - Visual Studio Code

permanentday06.html • JS permanentday06.js X

JS permanentday06.js > searchByname

107 let hero=JSON.parse(localStorage.getItem("hero"));
108 hero.push(superhero);
109
110 // let stringhero =JSON.stringify(hero);
111 localStorage.setItem("hero",JSON.stringify(hero));
112
113
114 display(); //again calling display
115
116 document.getElementById('name').value="";
117 document.getElementById('age').value="";
118 document.getElementById('planet').value="";
119 document.getElementById('height').value="";
120 }
121
122 function searchByname()
123 {
124 let searchValue =document.getElementById("searchName").value;
125 let hero=JSON.parse(localStorage.getItem("hero"));
```



```
File Edit Selection View Go Run Terminal Help permanentday06.js - jscourse - Visual Studio Code

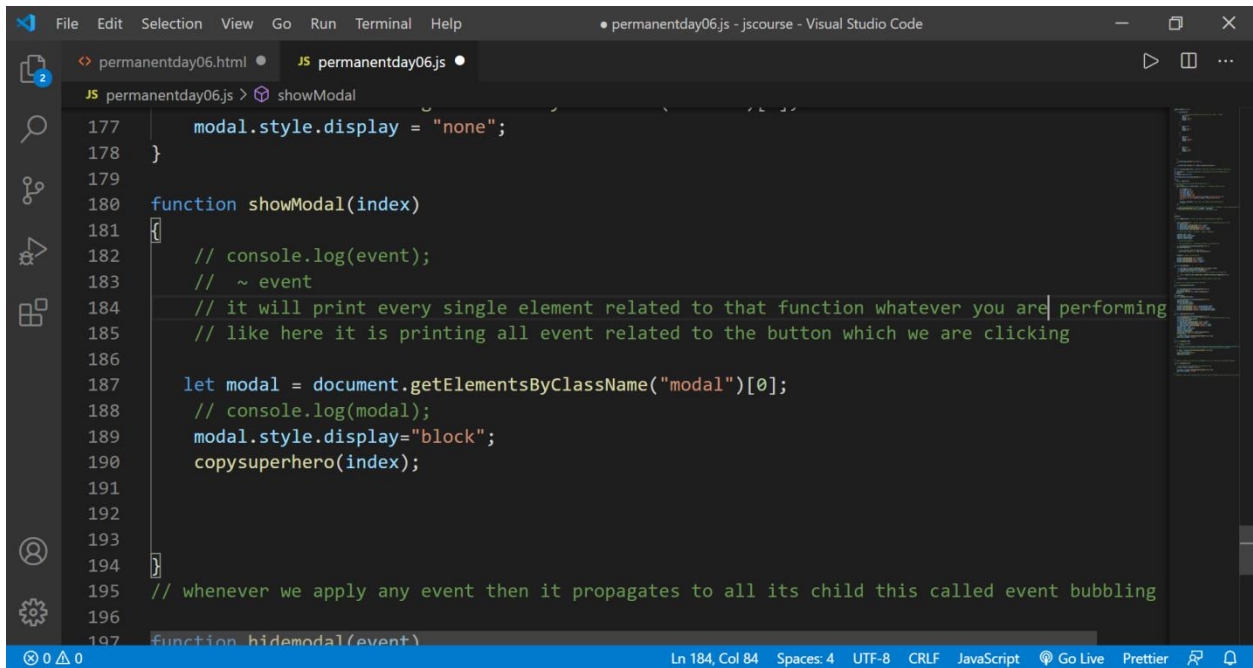
permanentday06.html • JS permanentday06.js X

JS permanentday06.js > searchByname

125 let hero=JSON.parse(localStorage.getItem("hero"));
126 let newdata= hero.filter(function(superhero)
127 // filter will go and check the name in the array whatever you searched for
128 {
129 | return superhero.name.toUpperCase().indexOf(searchValue.toUpperCase())!=-1;
130 });
131
132 display(newdata); //displaying only filtered elements of the array
133
134
135 // These all are basically the Dynamic functions
136
137 function deletesuperhero(index)
138 {
139
140 let hero=JSON.parse(localStorage.getItem("hero"));
141 hero.splice(index,1);
142 localStorage.setItem("hero",JSON.stringify(hero));
143 display();
```

```
JS permanentday06.js > searchByname
143     display();
144 }
145 let updateIndex;
146 function copysuperhero(index)
147 {
148     let hero=JSON.parse(localStorage.getItem("hero"));
149     updateIndex=index;
150     console.log(updateIndex);
151     let superhero=hero[index];
152     // console.log(superhero);
153     document.getElementById('upname').value=superhero.name;
154     document.getElementById('upage').value=superhero.age;
155     document.getElementById('upplanet').value=superhero.planet;
156     document.getElementById('upheight').value=superhero.height;
157 }
158
159 function updatesuperhero(event)
160 {
161     let hero=JSON.parse(localStorage.getItem("hero"));
```

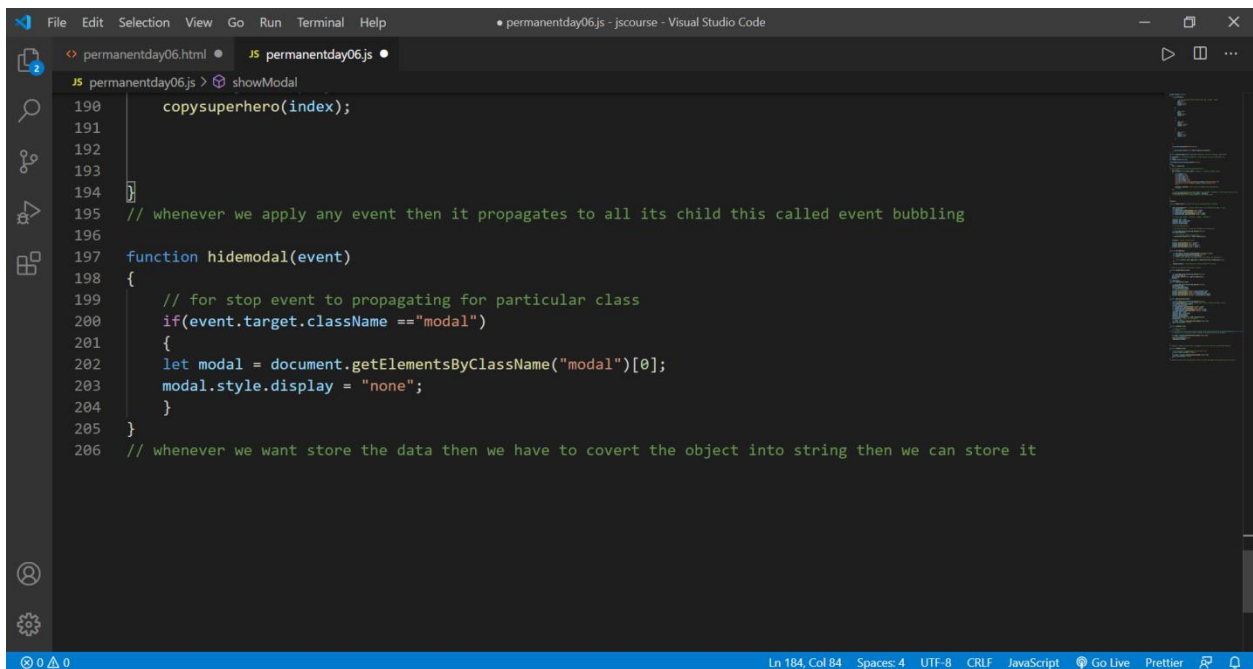
```
JS permanentday06.js > searchByname
161     let hero=JSON.parse(localStorage.getItem("hero"));
162     event.preventDefault(); //prevent submit button from refreshing the page on click
163     let superhero=hero[updateIndex];
164     console.log(superhero);
165     let name=document.getElementById('upname').value;
166     let age=document.getElementById('upage').value;
167     let planet=document.getElementById('upplanet').value;
168     let height=document.getElementById('upheight').value;
169     superhero.name = name;
170     superhero.age = Number(age);
171     superhero.planet=planet;
172     superhero.height=height;
173     localStorage.setItem("hero",JSON.stringify(hero));
174     display(hero); //again calling display
175     // hiding modal
176     let modal = document.getElementsByClassName("modal")[0];
177     modal.style.display = "none";
178 }
179
```



This screenshot shows the Visual Studio Code editor with a JavaScript file named `permanentday06.js` open. The code defines a `showModal` function. The function sets `modal.style.display = "none";`, then logs the event and the modal element to the console. It then sets `modal.style.display = "block";` and calls `copysuperhero(index);`. Comments explain that the console logs will print every single element related to the function being performed, and that event bubbling occurs when an event is applied to a child element.

```
177     modal.style.display = "none";
178 }
179
180 function showModal(index)
181 {
182     // console.log(event);
183     // ~ event
184     // it will print every single element related to that function whatever you are performing
185     // like here it is printing all event related to the button which we are clicking
186
187     let modal = document.getElementsByClassName("modal")[0];
188     // console.log(modal);
189     modal.style.display="block";
190     copysuperhero(index);
191 }
192
193
194
195 // whenever we apply any event then it propagates to all its child this called event bubbling
196
197 function hidemodal(event)
```

Ln 184, Col 84 Spaces: 4 UTF-8 CRLF JavaScript Go Live Prettier



This screenshot shows the Visual Studio Code editor with the same JavaScript file `permanentday06.js`. The code continues with the `hidemodal` function. It uses `event.target.className` to check if the event target is the modal element. If so, it sets `modal.style.display = "none";`. A comment at the end states that whenever data needs to be stored, the object must be converted into a string.

```
190     copysuperhero(index);
191 }
192
193
194
195 // whenever we apply any event then it propagates to all its child this called event bubbling
196
197 function hidemodal(event)
198 {
199     // for stop event to propagating for particular class
200     if(event.target.className == "modal")
201     {
202         let modal = document.getElementsByClassName("modal")[0];
203         modal.style.display = "none";
204     }
205 }
206 // whenever we want store the data then we have to covert the object into string then we can store it
```

Ln 184, Col 84 Spaces: 4 UTF-8 CRLF JavaScript Go Live Prettier

OUTPUT

Crud application x +

127.0.0.1:5500/permanentday06.html

Super Heroes

Name Age Planet Height Add hero

Search here

Sr no	Name	Age	Planet	Height	Actions	Actions
1	Riya s	18	earth	5.2	Delete	Update
2	Arth	9	mars	5	Delete	Update
3	lolu y	14	venus	6.2	Delete	Update
4	hh	null	88	mm	Delete	Update

Adding new row to the table

Crud application x +

127.0.0.1:5500/permanentday06.html

Super Heroes

Archana 40 earth 6.1 Add hero

Search here

Sr no	Name	Age	Planet	Height	Actions	Actions
1	Riya s	18	earth	5.2	Delete	Update
2	Arth	9	mars	5	Delete	Update
3	lolu y	14	venus	6.2	Delete	Update
4	hh	null	88	mm	Delete	Update

Added new row , now deleting third row from the table

Crud application x +

127.0.0.1:5500/permanentday06.html

Super Heroes

Archana 40 earth 6.1 Add hero

Search here

Sr no	Name	Age	Planet	Height	Actions	Actions
1	Riya singh	19	earth	5.4	Delete	Update
2	Arth	9	mars	5	Delete	Update
3	hh	null	88	mm	Delete	Update

Crud application x +

127.0.0.1:5500/permanentday06.html

Super Heroes

Name Age Planet Height Add hero

Search here

Sr no	Name	Age	Planet	Height	Actions	Actions
1	Riya s	18	earth	5.2	Delete	Update
2	Arth	9	mars	5	Delete	Update
3	hh	null	88	mm	Delete	Update
4	Archana	40	earth	6.1	Delete	Update

Searching for the element From the table

Crud application x +

127.0.0.1:5500/permanentday06.html

Super Heroes

Name Age Planet Height Add hero

y

Sr no	Name	Age	Planet	Height	Actions	Actions
1	Riya s	18	earth	5.2	Delete	Update

Now updating any row or element in the table by clicking on update button

Crud application x +

127.0.0.1:5500/permanentday06.html

Name Age Planet Height Add hero

Search here

Sr no	Name	Age	Planet	Height	Actions
1	Riya singh	19	earth	5.4	Update superhero
2					Update
3					Update
4					Update

!st row Updated

Crud application

127.0.0.1:5500/permanentday06.html

Name Age Planet Height Add hero

Search here

Sr no	Name	Age	Planet	Height	Actions	Actions
1	Riya singh	19	earth	5.4	Delete	Update
2	Arth	9	mars	5	Delete	Update
3	hh	null	88	mm	Delete	Update
4	Archana	40	earth	6.1	Delete	Update

After refreshing the page the changed data didn't get lost from the page.

Because the local storage was used in this code it store and access data right in the browser with no expiration date.