**JAVASCRIPT**

**Client Side Javascript**

**OTHER SCRIPT:**

* **VB SCRIPT**
* **FLASH SCRIPT**

**<head>**

**<Script type = “text/javascript” src = ‘script.js’ > </script>**

**</header>**

**Inner HTML**

**Outer HTML**

**Inner text**

**Outer text**

**TYPE OF SCRIPT**

* **INLINE SCRIPT**
* **NO SCRIPT – for browsers with no javascript support**
* **EMBEDDED SCRIPT**
* **EXTERNALLY LINK SCRIPT**

**GET ELEMENTS METHOD:**

**getElements – set of nodes**

**getElementById**

**getElementByClassName**

**getElementByName**

**getElementByTagName**

**getSelection**

**getRootNode**

**QUERY SELECTOR METHODS:**

**querySelector**

**querySelectorAll**

**matches**

**body + p**

**body > p**

**childNodes – return all nodes everything is significant text = whitespace**

**children – return only element**

**parentNode**

**parentElement**

**hasChildNode**

**childElemetCount**

**firstChild**

**firstElementChild**

**lastChild**

**lastElementChild**

**firstChild.nextSibling**

**firstChild.nextElementSibling**

**lastChild.previousSibling**

**lastChild.previousElementSibling**

**appendChild – add to the end of document**

**insertBefore(new, reference)**

**replaceChild(replace, reference)**

**removeChild**

**parentNode.append() – Not fully supported in some browsers**

**cloneNode – copies the entry structure – duplicating content**

**applicable only to document**

**document.importNode()**

**document.adoptNode()**

**createDocumentFragment**

**addEventListener**

**removeEventListener**

**ELEMENT**

**NodeName**

**NodeType**

**NodeValue**

**var a – to declare variable use keyword var**

**typeOf – to know datatype**

**difference of var, let, const:**

**var – local variable**

**let – did not introduce as a global behavior , window property, stand-alone variable, function**

**const – cannot assign a value to it, not allow to change value**

**window = global object if did not declare var it will become a dynamic property**

**OBJECT TYPE – properties, method DOM**

* **ARRAY**

**Var emptyArray = new Array() :constructor**

**Var alsoEmptyArray = []**

**Var arrayWthLengthFive = new Array(5)**

**Var arrayWthOneElementWthValue= [5]**

**Array length is writable**

**Var array = new Array(5, 10, 15)**

**Var sameArray = new Array[5, 10, 15]**

**Var mixedElementType = new Array (a, b, 1, 2, “asd”)**

**Var matrix = new Array(**

**new Array()**

**new Array()**

**);**

**Var multiDimensionalArray = [**

**[‘a’,’b’,’c’] [1,2,3[4,5],6,7] []];**

**ARRAY DESTRUCTURING:**

**Var [a,b**

* **BOOLEAN**
* **DATE**
* **ERROR**
* **NUMBER**
* **STRING**

**FUNCTION DECLARATION**

**Function Expression:**

**(function(a, b) {return a+b;}) (10, 20)**

**var add = new fuction (‘a, b’, ‘return a+b’);**

**var sum = add(10, 20);**

**Anonymous Function:**

**var subtract = function (a, b){**

**return a-b;**

**}**

**Arrow syntax**

**Var multiply = (a,b) => {return a\*b;}**

**Var product = multiply(10, 20);**

**Single Statement:**

**Var divide = (a, b) => a/b**

**No Arguments**

**Var zero = () => 0;**

**RECURSIVE FUNCTION**

**Function can be nested**

**Function arguments can have default values**

**FUNCTION PARAMETERS**

**Function fn(a,10,…..others)**