JAVASCRIPT 1

Bugun biza darsda Programming languages, JavaScript tarixi, Nega aynan JavaScript, JavaScript nimalar qila oladi, JavaScriptni versiyalari, JavaScriptni ulash turlari, Input and Output, Syntax nad comments, Identifers or names va uning ishlatish qoidasi, JavaScript variables, Swapping, Arifmetic operators, Unary operators haqida gaplashdik.

Programming language:

1. C, C++, C#
2. JavaScript, Java
3. Python, PHP, Go, Dart digan turlari mavjud.

JavaScript tarixi

Brenden Eich (Netscape developer) tomonidan 1995 yil 10 kun ichida yaratilgan. Uning birinchi nomi Mocha bolgan keyin LiveScript va oxirgisi JavaScript bolgan. Microsoft Internet Explorer 3ni Netscape ga raqobatdosh qilib yaratgan. Keyin JavaScriptni xil versiyasi paydo bolgan:

1. Netscape Navigation JavaScript
2. Internet Explorer JavaScript

Nega aynan JavaScript:

Dynamically typed language bolgani uchun.

JavaScript nima ishlar qila oladi:

1. Web application
2. Web development
3. Mobile application
4. Games development
5. Presentations and slideshows
6. Server application
7. Web servers
8. Display date and time
9. Client-side validation
10. Display popup windows and dialog boxes
11. Animate elements
12. Dynamic drop-down menus

Web browserlarda JavaScript asosiy 3ta qismdan iborat:

1. ECMAScript
2. DOM (document object model)
3. BOM (browser object model)

Shu kungacha biza qiganlarimiz:

1. Toogle
2. Navbar-shrink
3. Loading
4. Aos
5. Owl-carousel
6. Dark and light

JavaScript versiyasi:

1. ES1
2. ES2
3. ES3
4. ES4
5. ES5 (2009) - browser
6. ES6 (2015+) – big changes
7. Qoganlariyam bor faqat hammasi shu ES6ga kiradi.
8. Next ES – yengi qoshilishi kutilvotkani

JavaScriptni ulash turlari:

1. Inline
2. Internal
3. External

Input and Output:

Input – prompt

Output – innerHTML , document.write(), window.alert(), window.confirm(), **console.log()**

**Console.log() eng yaxshisi**

Indetifiers or names:

Rules:

Nom bervotkanda biza faqat xarflardan, sonlardan, paski chiziqcha va dollardan foydalansak boladi. Sondan boshlanmasligi kerak. Nomi qisqa va chunarli bolishi kerak. Nom bervotkanda keywordlardan foydalanmaslik kerak.( var, let, const, if, else, …. , class).

Nom berishlikni 4ta turi bor:

1. PascalCase
2. snack\_case
3. camelCase recommended
4. kebab-case not supported

Variables:

Ozgaruvchilar qanaqadur malumotni saqlash uchun ishlatiladi. Ozgaruvchilarni 3xil turi bor:

1. var (old version)
2. let (ES6 version)
3. const (ES6 version faqat bunga berilgan qiymat ozgarmaydi)

Concepts:  
2. Declaration – elon qilish

1. Initialization – ishga tushirish
2. Assignment – ozlashtirish

Important things

1. Undefined – agar ozgaruvchiga hech qanaqa qiymat berilmasa chiqadi.
2. Undeclared – agar ozgaruvchi qilib olinmagan bolsa chiqadi.
3. = - ozlashtirish

Var bilan Let ning farqi:

Varda bitta ozgaruvchiga ikki mart ava undan korpoq yozb qiymat bersa boladi Let da bolsa xató chiqaradi.

Typeof operator:

1. String
2. Number

Swapping:

Swapping bu ozgaruvchi qimastan turib srazu qiymat yozb ketish digani.

Arithmetic operators:

1. + - qoshish
2. - - ayirish
3. \* - kopaytirish
4. / - bolish
5. \*\* - daraja
6. % - qoldiqli bolish

Unary operator:

1. +x – musbat songa almashtiradi
2. -x – manfiy songa almashtiradi
3. ++x ozgaruvchini 1ga oshiradi
4. –x – ozgaruvchini 1ga kamaytiradi
5. x++ - ozgaruvchini 1ga oshiradi
6. x-- - ozgaruvchini 1ga kamaytiradi.