

TRAINING DAY-5

25th june 2025

Topics Covered – JavaScript String Methods, Prompt/Alert, Arrays

String Methods

- **.trim()**
Removes extra white spaces from both ends of a string.


```
let name = " John ";  
console.log(name.trim()); // "John"
```
- **.indexOf()**
Returns the index of the first occurrence of a specified value.


```
let str = "hello world";  
console.log(str.indexOf("world")); // 6
```
- **Method Chaining**
Calling multiple string methods in one line:


```
let msg = " Hello World ";  
console.log(msg.trim().toLowerCase().indexOf("hello")); // 0
```
- **.slice(start, end)**
Extracts part of a string.


```
let text = "JavaScript";  
console.log(text.slice(0, 4)); // "Java"
```

Prompt & Alert in JavaScript

- **prompt()**
Used to take input from the user.


```
let age = prompt("Enter your age:");
```
- **alert()**
Used to show a message to the user.


```
alert("Welcome to the website!");
```

Arrays in JavaScript

- **Initialization**

```
let fruits = ["apple", "banana", "mango"];
```

- **Insertion**

```
fruits.push("orange"); // Add at end  
fruits.unshift("grape"); // Add at start
```

- **Deletion**

```
fruits.pop(); // Remove from end  
fruits.shift(); // Remove from start
```

- **Array Slicing**

```
let sliced = fruits.slice(1, 3); // Doesn't modify original
```

- **Splice for Insert/Delete**

```
fruits.splice(1, 1, "kiwi"); // At index 1, remove 1 item and add "kiwi"
```

- **Array Reference**

Arrays are reference types. When assigned, they point to the same memory.

```
let a = [1, 2];  
let b = a;  
b.push(3);  
console.log(a); // [1, 2, 3]
```

Code Task

- Create a string, apply trim(), toUpperCase(), and indexOf() using method chaining.
- Take input using prompt() and display a greeting using alert().
- Make an array of 5 items. Practice adding/removing items using push, pop, shift, splice.
- Try slice() and observe how it doesn't change the original array.

Task for Tomorrow

- Learn about **functions in JavaScript** – declaration, parameters, return values.

- Explore **arrow functions** and difference from regular functions.
 - Practice reusing logic with functions to reduce repetition in code.
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