1. How to open browser console

Ctri l+ shift + i

1. How to load JS page - render blocking

<script src=” ”> </script>

HTTP/2 changes everything

* Right away loading
* Asynchronous loading- async
* Deferred loading – defer - The defer keyword makes the browser wait until the document is loaded before running the JavaScript

Developing for performance: HTTP2

1. How to write good JS

Rule 1. Js is case sensitive and use Camel case

Rule 2

Variable name start with lowercase

Objects and classes start with Uppercase

Constant are all Uppercases

Rule 3

JS does not care about whitespace but you should

Rule 4

End each Statement with a semicolon

Rule 5

Use comments liberally

//

/\* comment \*/

1. Data type
2. Numeric - number
3. String- strings of letter and symbols –

Example :

var escQuote= “ hello \”good morning\” . ”;

1. Boolean- true / fasle
2. Null - if you want a variable to be empty but not undefined set it to - null
3. Undefined- no value is set
4. Symbol

To check or know what datatype you have used **typeof**

1. Working with string and number

var a = 5;

var b= “6”;

var c = a+b;

var d = a\*b;

console.log(c); // 56

console.log(d); // NaN

1. Conditional statement

If(){

True

}else{

Fasle}

Ternary operator: are base on three part

Condition, ? true : false

a == b ? console.log(“match ”) : console.log(“not match”);

1. Array are object

Var pen;

Pen= [ “red”,”green”,”blue”]

Console.log(pen);

Object has property and method

Property is Meta information about the object- arrayLen.lenght;

Method function that belongs to the object- Call the object followed by a punctuation mark, then call the method ending with parenthesis: myarray.reverse()

1. Function

Types of function

* Named function
* Anonymous function
* Immediately invoked function expressions

1. Target element in the DOM

DOM properties

document.body

Document.title

Document.url

DOM method

.document.getElementById(“some-ID”)

.document.getElementByClassName(“classname”)

.document.getElementByTagName(“html Tag”)

Query selector

//It only get the first element matching spectified selector

.document.guerySelector(“.main-nav a”)

.document.guerySelector(“.main-nav a , .tagOne a”)

//It get the all the element matching specified selector

.document.guerySelectorAll(“ .post-content p”)

1. Access and change elements :

Getting the inner content of a HTML wrapper in the HTML

document.guerySelector(“.main-nav a”).innerHTML

Getting the outer content of a HTML wrapper and content in the HTML tag

document.guerySelector(“.main-nav a”).outerHTML

changing a element in a html tag

document.guerySelector(“.main-nav a”).innerHTML = “ALL is over”

Changing a ID in a html tag from id show to showcase

document.guerySelector(“#show”).id = “showcase”

Accessing a class

document.guerySelector(“.main-nav clear”).ClassName

//> main-nav clear

Accessing a specifiy class

document.guerySelector(“.main-nav clear”).ClassList

document.guerySelector(“.main-nav clear”).ClassList[1]

//output > clear

<https://developer.mozilla.org/en-US/docs/Web/API/Element>