What is event propagation?

handleCheck = e => {

e.stopPropagation()

// talk to my API, set the record as "done" or not

}

<span onClick={this.handleCheck}>[]</span>

Event propagation is a way to describe the “stack” of events that are fired in a web browser. In our table example above, clicking on the a tag is the first event that we will fire, but there are other events too.

To understand that concept, you must understand that the elements on a web browser are nested. They do not cover each other up. So a click on the a tag also clicks on the row, the table, the div in which the table is nested, and anything else all the way out to document , the complete container that holds everything in your browser.

If we’ve put any other onClick events inside of these other elements, they will also be fired when we click on the a link in the table. That’s why we will be directed to the user record when we click on the email link. It’s going to perform both the onClick function for the a link and the onClick function for the row.

What are the data types supported by JavaScript?

JavaScript provides different data types to hold different types of values. There are two types of data types in JavaScript.

* Primitive data type
* Non-primitive (reference) data type

JavaScript is a dynamic type language, means you don't need to specify type of the variable because it is dynamically used by JavaScript engine. You need to use var here to specify the data type. It can hold any type of values such as numbers, strings etc. For example:

var a=40;//holding number

var b="Gayatri";//holding string

JavaScript primitive data types:-

There are five types of primitive data types in JavaScript. They are as follows:

Data Type Description

String represents sequence of characters e.g. "hello"

Number represents numeric values e.g. 100

Boolean represents boolean value either false or true

Undefined represents undefined value

Null represents null i.e. no value at all

JavaScript non-primitive data types

The non-primitive data types are as follows:

Data Type Description

Object represents instance through which we can access members

Array represents group of similar values

RegExp represents regular expression

How can you create an object in JavaScript?

JavaScript object is an entity having state and behavior (properties and method). For example: car, pen, bike, chair, glass, keyboard, monitor etc.

JavaScript is an object-based language. Everything is an object in JavaScript.

JavaScript is template based not class based. Here, we don't create class to get the object. But, we direct create objects.

Creating Objects in JavaScript

There are 3 ways to create objects.

1. By object literal

Syntax:- object={property1:value1,property2:value2.....propertyN:valueN}

1. By creating instance of Object directly (using new keyword)

Syntax:- var objectname=new Object()

1. By using an object constructor (using new keyword)

Syntax:- The this keyword refers to the current object.

Need to include more string methods

Methods Description

charAt() It provides the char value present at the specified index.

charCodeAt() It provides the Unicode value of a character present at the specified index.

concat() It provides a combination of two or more strings.

indexOf() It provides the position of a char value present in the given string.

lastIndexOf() It provides the position of a char value present in the given string by searching a character from the last position.

search() It searches a specified regular expression in a given string and returns its position if a match occurs.

match() It searches a specified regular expression in a given string and returns that regular expression if a match occurs.

replace() It replaces a given string with the specified replacement.

substr() It is used to fetch the part of the given string on the basis of the specified starting position and length.

substring() It is used to fetch the part of the given string on the basis of the specified index.

slice() It is used to fetch the part of the given string. It allows us to assign positive as well negative index.

toLowerCase() It converts the given string into lowercase letter.

toLocaleLowerCase() It converts the given string into lowercase letter on the basis of host?s current locale.

toUpperCase() It converts the given string into uppercase letter.

toLocaleUpperCase() It converts the given string into uppercase letter on the basis of host?s current locale.

toString() It provides a string representing the particular object.

valueOf() It provides the primitive value of string object.

split() It splits a string into substring array, then returns that newly created array.

trim() It trims the white space from the left and right side of the string.