8/12/23

*javascript:
-it is use to add action(functionality) and behaviour webapp.
-javascript is interpreted language.
-it is loosely typed language.

*there are two ways to use javascript
1.internal javascript: in html file we use script tag and in that we write
javascript code.
2.external javascript: in this we create a seperate javascript file with
fileName.js extention that javascript file import in html file by using script tag.

*Variable:
-it is use to strore data in it.
-store data can be change.

In javascript we can create Variable by using var , let and const keyword.

*How to get output in js
1.document.write(): this will display output on browser window.
2.window.alert():this this generate onepopup window and display output in it.
3.console.log(): it will gives us output in browser console. it is basically for
testing.
4.DOM(Document Object Model): it is use to manipulate dom element as well as
display output inside element

*functions:
-it is block of code which is use to perform specific task.
-functions will execute only when we call it.
-function can reuse.
syntax: function functionName(parameters){
        logical code
}

*advanced function

*Array:
-it is use to store multiple values with same data type.
-in array data store on index basis.
-array index always start from zero index.
-we can access arrray data outside array by writting
  arrayName[indexNumber].

*Array method

*for of : it is use to iterate array data , it return array data
*for in : it return array index

*How to get Date and Time in js
-if you want to get data and time in js for that fir we have to create objec of class.
syntax: var dobj=new Date();

sun=0
mon=1
.
.
sat=6

jan=0,feb=1.....dec=11

*how yo set data and time
var dobj = new Date(Year,month,date,hours,minutes,second)

Task1: display day from getting value of date class object.
Task1: display month from getting value of date class object.

*setInterval(): it call another methode multime time after pertucular time interval.

*Object:
-it is use to store multiple values with different data type
-in object data store in key and value pairs formate.
-we can accaess object data outside object by wrirtting obojectName.keyName
-object is denoted by {};

Differance between == and ===
== : it will check only value and return true it is same.
=== : it will check values as well as it data type if both are same then it return true only otherwise false.

5==5 :true
'5'==5 :true
5===5 :true
'5'===5 :false

*string:
-it is collection of character.
-in string every character has index number
-in string blanck space is also consider as string.

string method :
there are three method which return index number of searching string.
1.indexOf(searching-string,start-position):
-it return index of first occurences of searching string.
-it will search string from left to right
-if searching is not found then it -1 result.

2.lastIndexOf(searching-string,start-position):
-it return index of first occurences of searching string.
-it will search string from right to left
-if searching is not found then it -1 result.

3.search(searching-string):
-it return index of first occurences of searching string.
-it will search string from left to right
-if searching is not found then it -1 result.
-it is faster than indexOf method.

*setInterval(): it call another methode multime time after pertucular time
interval.

*setTimeOut(): it call another method only once after pertucular time interval.

*callback function: passing one function as an argument inside another function is
called callback function.

*ES5(ECMA5)-2009 and ES6(ECMA6)-2015
1.trim():

***Hoisting:
-it is javascript default behaviour which moves Variable declaration at top.
-you can use variable before declaration of it.

***Q.tell me differance between let,var,const
(1995)
Var :-it create a function scope variable.
     -variable can be re-declare.
     -variable can be use before declaration of it.

ES6 (2015)
let : it create block scope variable.
     -variable can not be re-declare.
     -variable can not be use before declartion

const : it create block variable.
        -when we create a variable we have to initialize it at same;
        -it value never change at run time.
      -variable can not be use before declartion.
==
11/12/23

*call back methode
*form Validation: checking inserted data is correct or wrong.
*form validation after submitting form;
*form validation before submitting form;

*How will mearge two or more array
1. by using concate methode
2. by using sread opreator

*oops
-class :
    -it is collection of data-member and member function.
    -it is a template which we can reuse multiplre time.
    -while creating a class we have to use class keyword.
    -class name must start with capital letter.

this: it represent current class or current object.

-object:
     -it is an instance of class.
     -with the help of object we can access class data-memner and member function
outside class.
    syntax: let Objname = new className();

-constructor:
     -it is special memebr function of class.
     -it execute automaticaly when class object create or initialize.
     -in javascript constructor name be only constructor.

-Inheritance:
     -accessing parent class property into child class
     -to perform inhertance we have to use extends keyword.

 -super():
 -it represent parent class constructor into child class constructor.
 -it must be first statement in child constructor.

 -Encapsulation: wrapping of data into single unit.

 -pollymorphism: ability to take more than one form
 method overloadong: multiple method with same name in same class
 method overriding: multiple method with same name in different class

 ===
12/12/23

*destructuring:
-creating constant variable and storing data in it.

*Module in js:
-it is technique which help us to access one file data into another file.
-to sned data we use export keyword
-to recevive data we use import keyword

*Dom Manipulation
*Display Array with list