

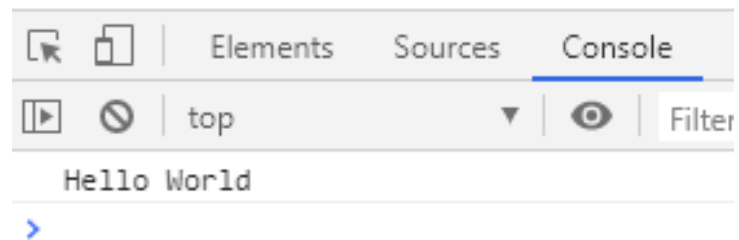


# JAVASCRIPT

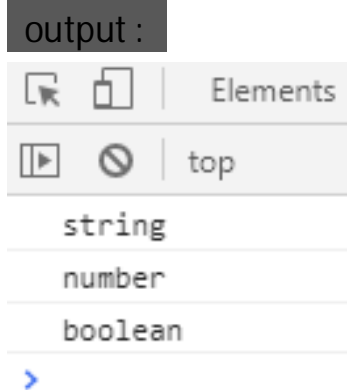


## USING CONSOLE

output :

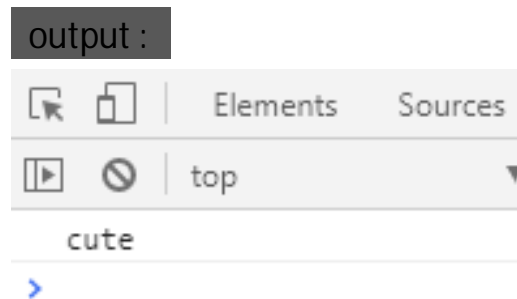


## DATATYPES



```
var a= "Pal embang";  
var b = 42;  
var c = true;  
console.log(typeof a);  
console.log(typeof b);  
console.log(typeof c);
```

## CONDITIONS



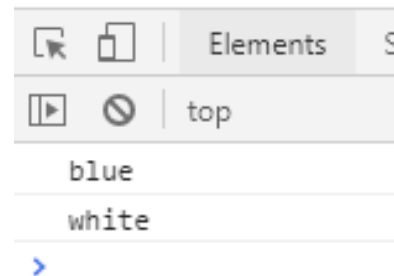
```
var animal = 'kitty';  
var result = '';  
if (animal === 'kitty')  
  { result = 'cute';  
  } else {  
    result = 'still nice';  
  }  
console.log(result);
```

```
var animal = 'kitty';  
var result = (animal === 'kitty') ? 'cute' : 'still nice';  
console.log(result);
```

```
var animal = 'kitty';  
var result = '';  
if (animal === 'kitty') result = 'cute'; else result = 'still nice';  
console.log(result);
```

## ARRAYS

output :

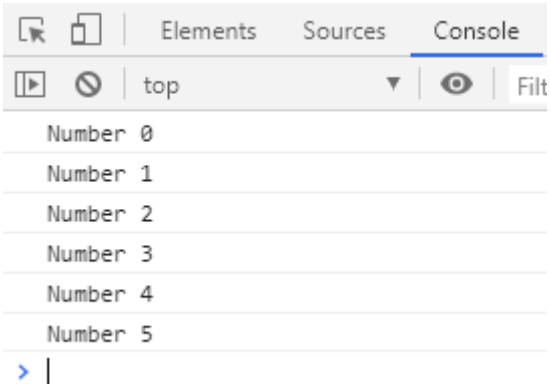


```
var colors = ['blue', 'red', 'yellow'];  
var colors2 = new Array('white', 'red', 'custom');
```

```
console.log(colors[0]);  
console.log(colors2[0]);
```

## LOOP

output :

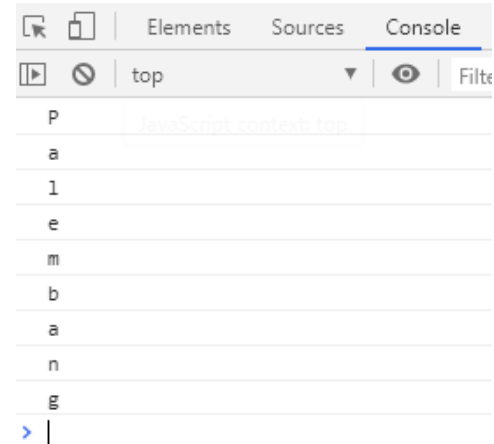


```
Number 0  
Number 1  
Number 2  
Number 3  
Number 4  
Number 5  
> |
```

The screenshot shows a browser's developer console with the 'Console' tab selected. It displays the output of a JavaScript loop, listing 'Number 0' through 'Number 5'. The console interface includes standard icons for opening the console, clearing it, and a filter button.

```
for(var i = 0; i <= 10; i++)  
  console.log(i);
```

output :



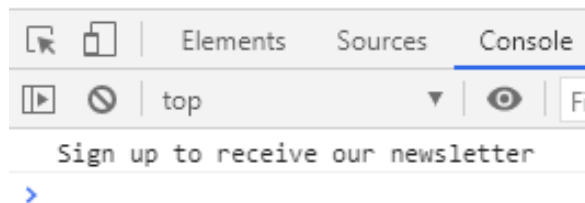
```
P  
a  
l  
e  
m  
b  
a  
n  
g  
> |
```

The screenshot shows a browser's developer console with the 'Console' tab selected. It displays the output of a JavaScript loop, listing the characters 'P', 'a', 'l', 'e', 'm', 'b', 'a', 'n', 'g'. A tooltip 'JavaScript context: top' is visible over the first line of output. The console interface includes standard icons for opening the console, clearing it, and a filter button.

```
var ci ty = 'Pal embang';  
for(let chr of ci ty)  
  console.log(chr);
```

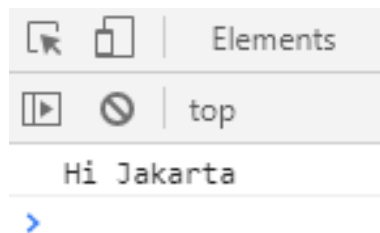
## FUNCTIONS

output :



```
var msg = 'Sign up to receive our newsletter';  
function  
    updateMessage()  
    { console.log(msg);  
    }  
updateMessage();
```

output :



```
var msg = (parameter) => 'Hi ' + parameter;  
console.log(msg(' Jakarta'));
```

## FUNCTIONS

reduce

```
var a = [1, 2, 3, 4, 5];  
var result = a.reduce(function(sum,  
  num){ return sum + num;  
});  
console.log(result);
```

filter

```
var ganjil = a.filter(n => (n % 2 !== 0));  
console.log(ganjil);
```

setInterval

```
setInterval(()=>  
{  
  console.log('hi');  
, 1000);
```



## ACCESSING ELEMENTS BY ID

```
<div id="by_id"><span>ID</span></div>
```

```
> document.getElementById("by_id").innerHTML;  
<span>ID</span>
```

```
> document.getElementById("by_id").textContent;  
ID
```

## ACCESSING ELEMENTS BY CLASS

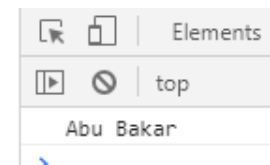
```
<div class="by_class"><span>Class</span></div>
```

```
> document.getElementsByClassName("by_class")[0].innerHTML;  
<span>ID</span>
```

```
>document.getElementsByClassName("by_class")[0].textContent;  
ID
```

## ACCESSING ELEMENTS BY NAME

output :



```
<input type="text" name="by_name" value="Abu Bakar" />
```

```
console.log(document.getElementsByName("by_name")[0].value)
```

## ACCESSING ELEMENTS BY TAGNAME

```
<textarea>Jl. Perintis Kemerdekaan</textarea>
```

```
document.getElementsByTagName("textarea")[0].value;  
Jl. Perintis Kemerdekaan
```

## CREATING ELEMENT

output :

```
<body>
  <div id="div1">
    <h1></h1>
  </div>
  <script src="script.js"></script>
</body>
</html>
```

```
var div1 = document.getElementById('div1');
var judul = document.createElement('h1');
div1.appendChild(judul);
```

## SET ATTRIBUTE

output :

```
▼ <body>  
  ▼ <div id="div1">  
    ...  == $0  
      </div>  
      <script src="script.js"></script>  
    </body>
```

```
var div1 = document.getElementById('div1');  
var img = document.createElement('img');  
img.setAttribute('src', 'img/beach.jpg');  
div1.appendChild(img);
```

