Types of errors:

1. syntax error / compiler error
2. runtime error (Exceptions like entering 0 by the user (dividing by 0))  
   Solved by try and catch (we could have multiple catch or 0 catch and 1 finally)

int.tryParse(Console.ReadLine(), out x)

null propagation operator => arr?.length (returns null in case arr = null)

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assignment : difference between passing Ref type by value vs by ref

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hours = totalSeconds / 3600;

minutes = (totalSeconds % 3600) / 60;

seconds = totalSeconds % 60;

search => user agent (deals with browsers)

use onFocus and onBlur , onChange

***JS Day 5 Summary***

DOM: deals with markup language (HTML). Used to access elements by document.getElementById(‘id’) foe example.

BOM: Deals with the browser.

<a href=”blah” *onclick*=”alert(‘abc’);return false;”>Google</a>

Will just alert abc only without going to google

2 divs (parent and child), if I clicked on the child, the parent will fire also. (bubble mode : child will fire then parent …. All the way up)

I can use addEventListener() to use capture mode (parent then child …. All the way down) instead of bubble mood

Child.addEventlistener(‘click’, () => {…}, true);

True => capture mode false => bubble mood.

Event.stopPropagation(); only the child will fire, the parent will not fire. It works only with bubble mode.

Event.stopImmediatePropagation(); if i have 2 event listeners for one element and i put this code inside first listener, then the secon one will not work.

Event.code; => keyM if i clicked m

removeEventListener(‘click’, funcName); b4rt ==> addEventListener(‘click’, funcName);

To create cookie => document.cookie = ‘userName= ‘ + name;

Document.cookie = ‘userAge= ‘ + age + ‘;expires=6/7/2023’;

Persistant cookie cookie with expire date

Session cookie is a cookie without expire date.

To Delete cookie => document.cookie = ‘userName=;expires=9/9/2005’;

Use old date and assign the value to empty string.

document.cookie = ‘userName=;expires=’ + new Date(2023,9,9).toUTCString();

***JS Day 5 Summary***

Error Object : var err = new Error(‘Error Message’);

Err.message ==> Error Message

Let adding = function(x, y) {

If(typeof x != ‘number’ || typeof y != ‘number’) throw new TypeError(‘’datatype not allowed);

If(arguments.length != 2) throw err;

Return x + y;

}

In case of arrow function we have to use rest operator instead of arguments.

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Let leftVal = parseInt(getComputedStyle(img).left); //

leftVal += 10;

img.style.left = leftVal + ‘px’;

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// cssTrick, MDN, Javascript info