

Javascript

①

* Variables in JS-

- var a; // variable
- var a = "nit"; // string
- var a = 1+2+ "3"; // auto typecast to string after adding ⇒ "33"
- var a = [1, 2, 3, 4] // array
- var a = false; // boolean
- var a = /(c)/; // Regex
- var h = function() { }; // function object
- const a = 3.14; // constant
- let z = '222'; // block scope local

* Output in js=

- console.log(a); // write to the browser.
- document.write(a); // write to HTML
- alert(a); // output in an alert.
- confirm("Hello"); // "yes" or "no" dialog
- prompt("I am ?", "0"); // input dialog second.

* Conditional in js=

- if (name === "aman")
 console.log("you are aman");
 else
 console.log("Not right person");

* Loops in js=

① For Loop-

```
for (var i = 0; i < 5; i++)  
    console.log(i);
```

② while loop -

```
var i = 5;  
while (i > 0)  
{ console.log(i);  
  i--;  
}
```

③ Do-while Loop-

```
var i = 10;  
do {  
  i = i - 1;  
  console.log(i);  
} while (i >= 0);
```


* Adding javascript to HTML ⇒

① on page script -

`<script type="javascript"> - - - </script>`

② Include external JS file -

`<script src="file.js"> </script>`

* Functions in javascript ⇒

```
function multiply (a,b) {           // definition
    return a * b;
}
```

```
const ans = multiply (5,6); // call
```

* Delay -

```
setTimeout ( function () {           ← function to be executed
                                         after 1000 ms.
}, 1000);
    ↑ (time in milisecond)
```

* Edit DOM Element -

① By ID -

```
document.getElementById (" Id name").innerHTML = variable;
```

② By class -

```
document.getElementsByClassName ("classname").innerHTML = variable;
```

* Comments in js -

// one line comment

/* multi line comment.

*/

* Handling Errors in js =

try {

}

catch (err) {

console.log(err.message);

}

Throw error -

throw "My error message";

* Arrays in js =

→ var dogs = ["Aman", "Gupta", "section", "A"];

→ var dogs = new Array("my", "name", "is", "Aman Gupta");

→ alert(dogs[1]); // output the 1th index value

→ dogs[0] = "None"; // change the 0th index value.

method -

→ dogs.toString(); // convert to the string

→ dogs.join(" "); // join the array with whitespaces.

→ dogs.pop(); // remove the last element.

→ dogs.push("Name"); // add the element to last.

→ dogs.sort(); // perform the ascending order sorting.

→ dogs.reverse(); // reverse the array.

→ var ans = dogs.length; // get the length of array.