

Q) JS :-

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1) DOM:-

It is the document of representation.
DOM help to access the HTML tags & change them.

It is the representation of a page as a document.

It allows element to select & change them via JS
e.g. It get element of that image and replace that code with video

Using dom JS can change a web page dynamically.

Dynamically :- without reloading
without moving to new page

Do manipulate the page without reloading page using JS.

DOM helps JS to change elements on a page dynamically i.e. without

2) How I do tell the browser if I click the img/button change the img
Ans ways :- By tag name
 → get hold of tag name

② By using id

③ By using class name

go inside DOM get element of input value and multiply with ~~74~~ and go to DOM again ~~the~~ give output to input 2

html & CSS doesn't interact with JS

Understanding the potential of JS

99% of programme involves logic writing.

Q: Why JS written in head section.

Ane: First head load then body

Because head load first we want JS to

so that user interact with page user into logic will be ready to user

getelementById: It used to fetch any element from html and edit it accordingly

Row No.	Column 1	Column 2
Data		

=> JavaScript is object-oriented but not class-based oriented language like Java.

Each object will have a bunch of attributes or variables (and their values) associated with it.

Separate file for JavaScript file /html/cs:

- ① Easy to code
- ② Pages load slightly faster

~~document~~

Don't do ~~javas.~~ main document
say refer karta hai

But put Method thorough its common:-
~~document.write()~~

~~window.alert()~~
~~getdocument.getelementById()~~

window.alert is independent of code

~~document.getelementById("falana").innerHTML = "This is set"~~

=> InnerHTML replaces the word.

=> camel case letter.

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Comment

- ① help to solve give purpose of code
adding message
anything in comment will never be executed
- ② for ~~comment~~ code not to execute
when we scroll as we encounter string
we get output
execution will left to right

variable contain certain values. We can refer any point of time

→ Rules for naming a variable:

- ① Name can contain letters, digits, underscore and number ~~\$. dollar & numbers~~
- ② must begin with letter, alphabet
- ③ case sensitive {like is & Is different}
- ④ can't use reserved words

Chrome \Rightarrow inspect \Rightarrow Source \Rightarrow
(Right click \Rightarrow) Snippet \Rightarrow new snippet

terminal?

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Codepen.io

Increment operator:-

① Post increment $(a++)$

② Post increment $(++a)$

pre increment $(++a)$: increase the value.

by 1 & the new value gets reflected
in the same line

post increment :- increase in the
next line (& not the same line)

① Pre decrement $(--e)$

Post decrement $(e--)$

we can perform certain operation to
variables

from
today
22/12/2021

function :-

Chunk of code that you can use over and over again ~~repeatedly~~ by writing it only multiple times.

param or parameter

example

function cool(a, b) {
 console.log("Hi");
 return a * b;

if

will

return

one

value

cool(5, 7)

output :- 35

Return function

- ① Execution of function stops after written function. Once it reaches return statement.
- ② If returns a value.
- ③ Whatever we write after return will not execute.

function can run as many times as we want. with different parameter

< p id = "xyz" > </p>

< script >

function my(a, b) {

 return a * b; }

getelementById("xyz").innerHTML =
 my(8, 5)

</script >

by id with

Hey DOM get element by id and
then insert with function my (4,5)
as my (4,5) will return value

function to do what you want!

function normally combine with events

events -> something happen like

mouseclick = click function

load = load function (not)

User Input = keyboard press

onmouseover = mouse over

onmouseout = mouse out

onload = load event

ondoubleclick = double click

onmousedown = mouse down

onmouseup = mouse up

onmousemove = mouse move

oncontextmenu = context menu

onwheel = scroll event

onfocus = focus event

onblur = blur event

onselect = select event

oncopy = copy event

oncut = cut event

onpaste = paste event

We have made a code for dollar to rupee.

In this code we can see first input that will take input (\$ you want) to convert to rupees. After input as such we click on button, button has ~~some value~~ (calculate) and event onclick = "convert currency(this.form)" after clicking calls the convert currency function. That function has parameter form. Now form has code form.rupee.value = form.dollar.value i.e. function will go to rupee.value which is blank in start. The function will give value by value of dollar multiply by 74 and the final answer /value will assign to form.rupee.value

Likewise we can convert rupees to dollar just changing code of function form.dollar.value = form.rupee.value

forms, document, link, body tags can use in html JS.

difference between id and class.

class

Query Selectors(-): Returns the first element that matches the specified CSS selector(s) in the document.

All three technique is available to class name - query selector

Query of
document.querySelector("p").style
backgroundcolor = "pink".

querySelectorAll(): returns a list of all matching elements.

In queryselectors classes are referred using . and id with #.

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~~datatype~~ :- Show which datatype of data we can stores

② String (text) ③ Objects ④ Array

⇒ array can be list of any datatype with same datatype or diff datatype.

⇒ array can array within array.

objects is a collection of variables and values.

This have collection of attributes having value. eg. car: sujuki
 attributes/variables/key
 Key-values pair

How to access values of object.

`console.log(car.color)`

`console.log(car["color"])`

`var name = "Salman"`

`console.log(`Hi ${name}`)` output: Hi Salman

Q? How to access keys of objects?

① `Object.keys(obj)` - returns all the key of objects as array

② `Object.values(obj)` - returns all the value of objects as array

③ `Object.entries(obj)` - returns an array of [key, value]

(`length`) ← It is the property for count the length of elements.

It is available to the array and strings only.

`var str = "I am best"`
`console.log(str.length) = 11 → 9`

for especial characters, care backslash
 can be use.

`var str = "Ram said - \\"Laxman bro,
 I - let's go to lanker\\""`

Index prints out word `last`

Index of previous no. below `10`

~~Index Numbers~~ with

negative & whole

Inbuilt functionality in T.S

e.g.: `Math`

`var no1 = Math.random()`

// it throws a random no. between 0 & 1
 including 0 (e.g. [0, 1])

// $[0, 1] * 99 = [0, 99] + 1 = [1, 100]$

From $[1, 100]$

For 101 to 200 random function

// $[1, 100] + 100 \rightarrow Math.random() * 99 + 101$

`Math.round()`

`Math.random(no)`

`Math.floor(no)`

`Math.ceil(no)`

Farinve

Array :- ~~and can't be added~~
~~var arr = [1, 2, 3, 4, 5, 6, 7, 8]; // count starts from 0~~
~~console.log(arr.length) → 8~~

~~last element of array is not index
 (or position) length - 1~~

Push

- ① push does two things
 - ① It add an element to the end of the elements to ②, if it returns the new length of array

Pop :-

pop also does two things if removes the last element from the array if it returns the removed element

Unshift

- ① It add an element to first of the elements to
- ② To it returns the new length of array

Shift

- ① It remove



Q. how to add elements to middle of array
arr.splice

~~#~~ Sorting
no.sort()

alphebetical... lexicographic sorting

Q. how do we sort an array of nos in
numerically ascending order - How