* **Prompt:**

Get the value

* **Noscript**

When the script is disabled, it is used.

* **alert**

Alert box

* **console.log(“hello”);**

Display in console

* **command();**

// Change heading:

/\*

The code below will change

the heading with id = "myH"

and the paragraph with id = "myP"

in my web page:

\*/

* **How to get first or second or ..**

class[0].innerHTML or id[4].innerHTML

* **String to number.**

a=”125”

a=Number(a); **or** parseInt(a) -> whole number;

* **Number and string join:**

let a=”25”;

let b=10;

a=Number(a);

console.log(a+b);

* **Increment and Decrement:**

let a=100;

c=++a; //101 and 100

c=--a; //99 and 100

c=a++ //100 and 101

c=a– //100 and 99

* **Double equal too and tribal equal too**

**2 == ‘2’ -> true**

**2 === ‘2’ ->false**

**== -> compare two values and not type**

**=== -> compare two values and type**

* **Operators:**

https://www.w3schools.com/js/js\_operators.asp

* **Concatenation: add two name**s:

Let c=fname +” “+lname;

or

c=fname.concat(‘ ’,lname);

* **Append: add**

Add element

* **Appendchild -** containerElement.appendChild(resetBtn);

child

* **Removechild**

Remove child element

* **Substring:**

Let a=”0123456”;

c=a.substring(0,4);

Output:0123

c=a.substring(4);

OUTPUT:456

c=a.substring(4,0);

Output:0123

* **Includes;array la iruka ellaya**

const pets = [‘cat’, ‘dog’, ‘bat’];

if (pets.includes(type) === true)

trim() - unwanted white space remove

a= “ muthu ”;

a=a.trim();

* **Method**

actions that can be performed on objects

Const video ={ //objects

Title:’a’, //property

play(){

console.log();

}

This ->reference variable

It is referred to current object

* **For loop**

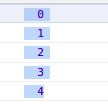
**//for(initialEcpression; condition; step)**

**for(let i = 0; i < 5; i++){**

**console.log(" ", i);**

**}**

**Output:**

****

* **Var and let const**

Var -> function scope and widow object

Let -> block scope and window not created

Const -> can not change

* **{ } -> object**
* **[ ] -> array**
* **() -> function -> one type declare, many time use**
* **Method -> object or class kul rap akirukkm**
* **Odd or even**

**function findEven(num){**

**if(num % 2 ===0){**

**return true;**

**}**

**return false;**

**}**

**let isEven = findEven(22);**

**console.log(isEven);**

**Document**

**—-----------------------------DOM start—----------------------------------------**

* **Document -> use the document**
* **createElement**

**document.createElement("div");**

* **setAttribute();**

Set attribute in the element

Or

H1.id = “h1attr”;

<h1 id=”h1attr”></h1>

* **boolean**

If you want to go if and else condition

If you click a button first it changes to red, again click some button it changes to blue.

**—------------------------Text handing start---------------------**

* **Change text content or add text contant:**

**document.getElementById("headingElement").textContent = "renuka";**

* **document.write("Hello JavaScript by JavaScript");**

Printf

* **Text handling**

let paragraph = "Hi " + userInput + "!, loading";

displayPara.textContent = paragraph;

* **textContents, innerText, innerHtml**

**<div id="mylinks">**

**This is my <b>link collection</b>:**

**<ul>**

**<li><a href="www.borland.com">Bye bye <b>Borland</b> </a></li>**

**<li><a href="www.microfocus.com">Welcome to <b>Micro Focus</b></a></li>**

**</ul>**

**</div>**

* **innerText**

Div-This is my link collection:Bye bye Borland Welcome to Micro Focus

* **innerHtml**

This is my <b>link collection</b>:

<ul>

<li><a href="www.borland.com">Bye bye <b>Borland</b></a></li>

<li><a href="www.microfocus.com">Welcome to <b>Micro Focus</b></a></li>

</ul>

* **textContents**

Div- This is my link collection:

**—------------------------Text handing end---------------------**

* **getElementById()**

Element voda id value get panna

ex:div id="errorbox" -> get the id value-errorbox

* **getElementsByTagName**

Tag select

* **getElementsByClassName(“mark”);**

Class name selected

* **querySelector() - select the element or attribute or class or css**

<p class=”aaa”>This is a p element.</p><p>This is a p element.</p>

<script>

document.querySelector("p");

document.queryselector(“.class”);

</script>

or

<p class="example">I am a paragraph.</p>

<p class="example">I am a paragraph.</p>

<script>

document.querySelector(".example").style.backgroundColor = "red";

</script

output:

This is a p element.

* **querySelectorAll()**

All query will select

**—------------------------DOM end—---------------------------------------------------**

* **Random number generator:**

**console.log(Math.random());**

* **Float to integer: -round of**

**console.log(Math.ceil(45.77));**

**let randomNumber = Math.ceil(Math.random() \* 100);**

**Output:**

**27**

* **Math:**

let c;

C =Math.PI;

c=Math.round(5.8);

<https://www.w3schools.com/js/js_math.asp>

* **Math.round(4.6), Math.round(7.2)**

Ans: 5, 7

* **Math.ceil(4.6), Math.ceil(7.2)**

Ans: 5, 8

* **Math.floor(4.6), Math.floor(7.2)**

Ans: 4, 7

* **Data structure:**

1. Array
2. Objects
3. Maps
4. Sets

**—------------------------Array start—---------------------------------------------------**

**Arrays are used to store multiple values in a single variable. It start with 0.- [],**

**ex:room**

* let myArray = [1, "two", "three", 4, 5]; //array
* console.log(myArray); //[1, "two", "three", 4, 5]
* myArray[1] = 2; // replace or add
* console.log(myArray); //[1, 2, "three", 4, 5]
* let myArrayLength = myArray.length; // arravy length
* console.log(myArrayLength); //5
* myArray.push("last array value");// last position add
* console.log(myArray);//[1, "two", "three", 4, 5,'last array value']
* let lastItem = myArray.pop(); // last position delete
* console.log(myArray); // [1, 2, "three", 4, 5]
* let sortArravy = myArray.sort(); // sort the array
* //reverse() - reverse the arravy
* console.log(sortArravy); // [1, 2, 4, 5, "three"];
* let joinArray = myArray.join("\*"); //add between array
* console.log(joinArray); //1\*2\*4\*5\*three
* let shiftArray = myArray.shift(); // remove first arravy
* console.log(shiftArray); // 1
* console.log(myArray); //[]
* let unshiftArray = myArray.unshift(10);// add first arravy
* console.log(unshiftArray); // 5
* console.log(myArray);//[10, 2, 4, 5, "three"]
* let myArray1 = [6, true, 7]; // new array
* let myArrayMerge = myArray.concat(myArray1); //merge two arrays or
* //if you want merge more array, myArray.concat(myArray1, myArravy2);
* console.log(myArrayMerge); // [10, 2, 4, 5, "three", 6, true, 7]
* let myArr = [[1,2],[3,4],[5,6]]; // new array
* let newArr = myArr.flat(); // merge the arravys inside main arravy
* console.log(newArr); //1,2,3,4,5,6
* let fruits = ["Banana", "Orange", "Apple", "Mango"]; // new arravy
* let spaArravy = fruits.splice(2, 0, "Lemon", "Kiwi");
* // add new arravys in middle without delete or with delete
* //2 - position where new elements should be added.
* //0 - defines how many elements should be removed.
* console.log(fruits); // ["Banana", "Orange", "Lemon", "Kiwi", "Apple", "Mango"]
* let citrus = fruits.slice(3); //like supstring-after,delete after
* console.log(citrus);//["Kiwi", "Apple", "Mango"]
* let citrus1 = fruits.slice(2, 5);
* // 2 -after the selected
* // 5 - still seleted
* console.log(citrus1);//["Lemon", "Kiwi", "Apple"]
* let points = [40, 100, 1, 5, 25, 10];
* console.log(Math.max.apply(null, points));// max value 100
* console.log(Math.min.apply(null, points));// min value 1
* let presentOrnot = points.includes(5); // that element is present or not
* console.log(presentOrnot); //true

**—------------------------Array end—-------------------------------------------------------**

**—------------------------Objects start—---------------------------------------------------**

Collection of properties

**—------------------------Objects end—----------------------------------------------------**

**let person = {**

**nam: "Muthu",**

**age: 27,**

**Native: "Theni",**

**"1" : "value1",**

**"my choise": "value2",**

**habits : ["chess", "cricket", "hocky"],**

**car : {**

**color: "blue",**

**nam : "Audi"**

**}**

**}**

**Output**:

console.log(person.nam);

Muthu

console.log(person['nam']);

Muthu

let a = "nam";

console.log(person[a]);

Muthu

console.log(person['1']);

Value1

console.log(person['my choise']);

Value2

let { nam, age } = person;

console.log("object destructuring", nam);

console.log("object destructuring", age);

object destructuring Muthu

object destructuring 27

* **Change the property in objects**

person.nam = "Renu";

console.log(person.nam);

Renu

* **Add the property in objects**

**person.gender = "Male"**

**console.log(person.gender);**

Male

* **Array inside the objects:**

console.log(person.habits[0]);

chess

* **Object inside the objects:**

console.log(person.car.nam);

Audi

* **Function declaration:**

Input Html elementku

Function functionname() { }

* **Function Expression:**

Java script la html element create panna elementku

changeBtn.onclick = function() { }**;**

* **Include class css in javascript:**

h1Element.classList.add("heading");

* **Remove css in javascript**

h1Element.classList.remove("heading");

h1Element.removeAttribute('class');