

Web Tabanlı Uygulama

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Js Date

Method

`getDate()`

`getDay()`

`getFullYear()`

`getHours()`

`getMilliseconds()`

`getMinutes()`

`getMonth()`

`getSeconds()`

`getTime()`

Description

Get the day as a number (1-31)

Get the weekday as a number (0-6)

Get the four digit year (yyyy)

Get the hour (0-23)

Get the milliseconds (0-999)

Get the minutes (0-59)

Get the month (0-11)

Get the seconds (0-59)

Get the time (milliseconds since January 1, 1970)

Js Tarih Örnek

- `<!DOCTYPE html>`
- `<html>`
- `<body>`

- `<p>The internal clock in JavaScript starts at midnight January 1, 1970.</p>`
- `<p>The getTime() function returns the number of milliseconds since then:</p>`

- `<p id="demo"></p>`

- `<script>`
- `var d = new Date();`
- `document.getElementById("demo").innerHTML = d.getTime();`
- `</script>`

- `</body>`
- `</html>`

Diğer metotları da deneyin (getFullYear vb)

Js Dizi Methodlari

- `<!DOCTYPE html>`
- `<html>`
- `<body>`
- `<p>the join() method joins array elements into a string.</p>`
- `<p id="demo"></p>`
- `<script>`
- `var fruits = ["Banana", "Orange", "Apple", "Mango"];`
- `document.getElementById("demo").innerHTML = fruits.join(" * ");`
- `</script>`
- `</body>`
- `</html>`

Diğerlerininide deneyin

```
fruits.toString();
fruits.pop();
fruits.push("Kiwi");
fruits.shift();
fruits.unshift("Lemon");
fruits[0] = "Kiwi";
fruits[fruits.length] = "Kiwi";
fruits.splice(2, 0, "Lemon", "Kiwi");
fruits.sort();
var citrus = fruits.slice(1, 3);
```

Js Booleans

- `<!DOCTYPE html>`
- `<html>`
- `<body>`

- `<p id="demo"></p>`

- `<script>`
- `var b1 = Boolean(100);`
- `var b2 = Boolean(3.14);`
- `var b3 = Boolean(-15);`
- `var b4 = Boolean("Hello");`
- `var b5 = Boolean('false');`
- `var b6 = Boolean(1 + 7 + 3.14);`

-

- `document.getElementById("demo").innerHTML =`
- `"100 is " + b1 + "
" +`
- `"3.14 is " + b2 + "
" +`
- `"-15 is " + b3 + "
" +`
- `"Any (not empty) string is " + b4 + "
" +`
- `"Even the string 'false' is " + b5 + "
" +`
- `"Any expression (except zero) is " + b6;`

- `</script>`

- `</body>`
- `</html>`

Js Karşılaştırma

- `<!DOCTYPE html>`
- `<html>`
- `<body>`
- `<p>Input your age and click the button:</p>`
- `<input id="age" value="18" />`
- `<button onclick="myFunction()">Try it</button>`
- `<p id="demo"></p>`
- `<script>`
- `function myFunction() {`
- `var age, voteable;`
- `age = document.getElementById("age").value;`
- `voteable = (age < 18) ? "Too young":"Old enough";`
- `document.getElementById("demo").innerHTML = voteable + " to vote.";`
- `}`
- `</script>`
- `</body>`
- `</html>`

Js If Kullanımı

- `<!DOCTYPE html>`
- `<html>`
- `<body>`

- `<p>Click the button to get a time-based greeting:</p>`
- `<button onclick="myFunction()">Try it</button>`

- `<p id="demo"></p>`

- `<script>`
- `function myFunction() {`
- `var greeting;`
- `var time = new Date().getHours();`
- `if (time < 10) {`
- `greeting = "Good morning";`
- `} else if (time < 20) {`
- `greeting = "Good day";`
- `} else {`
- `greeting = "Good evening";`
- `}`
- `document.getElementById("demo").innerHTML = greeting;`
- `}`
- `</script>`

- `</body>`
- `</html>`

Js Swicth

```
• <!DOCTYPE html>
• <html>
• <body>

• <p id="demo"></p>

• <script>
• var day;
• switch (new Date().getDay()) {
•   case 0:
•     day = "Sunday";
•     break;
•   case 1:
•     day = "Monday";
•     break;
•   case 2:
•     day = "Tuesday";
•     break;
•   case 3:
•     day = "Wednesday";
•     break;
•   case 4:
•     day = "Thursday";
•     break;
•   case 5:
•     day = "Friday";
•     break;
•   case 6:
•     day = "Saturday";
•     break;
• }
• document.getElementById("demo").innerHTML = "Today is " + day;
• </script>

• </body>
• </html>
```


Js For Kullanımı

- `<!DOCTYPE html>`
- `<html>`
- `<body>`
- `<p id="demo"></p>`
- `<script>`
- `var cars = ["BMW", "Volvo", "Saab", "Ford"];`
- `var i;`
- `for (i = 0, l = cars.length, text = ""; i < l; i++) {`
- `text += cars[i] + "
";`
- `}`
- `document.getElementById("demo").innerHTML = text;`
- `</script>`
- `</body>`
- `</html>`

Js While

- `<!DOCTYPE html>`
- `<html>`
- `<body>`
- `<p>Click the button to loop through a block of code as long as i is less than 10.</p>`
- `<button onclick="myFunction()">Try it</button>`
- `<p id="demo"></p>`
- `<script>`
- `function myFunction() {`
- `var text = "";`
- `var i = 0;`
- `while (i < 10) {`
- `text += "
The number is " + i;`
- `i++;`
- `}`
- `document.getElementById("demo").innerHTML = text;`
- `}`
- `</script>`
- `</body>`
- `</html>`

Js Do While

- `<!DOCTYPE html>`
- `<html>`
- `<body>`

- `<p>Click the button to loop through a block of code as long as i is less than 10.</p>`

- `<button onclick="myFunction()">Try it</button>`

- `<p id="demo"></p>`

- `<script>`
- `function myFunction() {`
- `var text = ""`
- `var i = 0;`
- `do {`
- `text += "
The number is " + i;`
- `i++;`
- `}`
- `while (i < 10)`
- `document.getElementById("demo").innerHTML = text;`
- `}`
- `</script>`

- `</body>`
- `</html>`

Js Breaks ve Continue

- `<!DOCTYPE html>`
- `<html>`
- `<body>`
- `<p>Click the button to do a loop with a break.</p>`
- `<button onclick="myFunction()">Try it</button>`
- `<p id="demo"></p>`
- `<script>`
- `function myFunction() {`
- `var text = "";`
- `var i;`
- `for (i = 0; i < 10; i++) {`
- `if (i === 3) {continue;} // break yazıp çalıştır.`
- `text += "The number is " + i + "
";`
- `}`
- `document.getElementById("demo").innerHTML = text;`
- `}`
- `</script>`
- `</body>`
- `</html>`

Js Replace

- `<!DOCTYPE html>`
- `<html>`
- `<body>`

- `<p>Replace "microsoft" with "W3Schools" in the paragraph below:</p>`

- `<button onclick="myFunction()">Try it</button>`

- `<p id="demo">Please visit Microsoft!</p>`

- `<script>`
- `function myFunction() {`
- `var str = document.getElementById("demo").innerHTML;`
- `var txt = str.replace(/microsoft/i,"W3Schools");`
- `document.getElementById("demo").innerHTML = txt;`
- `}`
- `</script>`

- `</body>`
- `</html>`

Try Catch

- `<!DOCTYPE html>`
- `<html>`
- `<body>`

- `<p id="demo"></p>`

- `<script>`
- `try {`
- `addddlert("Welcome guest!");`
- `}`
- `catch(err) {`
- `document.getElementById("demo").innerHTML = err.message;`
- `}`
- `</script>`

- `</body>`
- `</html>`

Try Catch Finally

- <!DOCTYPE html>
- <html>
- <body>
- <p>Please input a number between 5 and 10:</p>
- <input id="demo" type="text">
- <button type="button" onclick="myFunction()">Test Input</button>
- <p id="message"></p>
- <script>
- function myFunction() {
- var message, x;
- message = document.getElementById("message");
- message.innerHTML = "";
- x = document.getElementById("demo").value;
- try {
- x = Number(x);
- if(x == "") throw "is empty";
- if(isNaN(x)) throw "is not a number";
- if(x > 10) throw "is too high";
- if(x < 5) throw "is too low";
- }
- catch(err) {
- message.innerHTML = "Input " + err;
- }
- finally {
- document.getElementById("demo").value = "";
- }
- }
- </script>
- </body>
- </html>

Js Debugging

- `<!DOCTYPE html>`
- `<html>`
- `<body>`

- `<h1>My First Web Page</h1>`
- `<p>`
- Activate debugging in your browser (Chrome, IE, Firefox) with F12, and select "Console" in the debugger menu.
- `</p>`
- `<script>`
- `a = 5;`
- `b = 6;`
- `c = a + b;`
- `console.log(c);`
- `</script>`

- `</body>`
- `</html>`

Js Hazır Debugging Araçları

- **Major Browsers' Debugging Tools**
- Normally, you activate debugging in your browser with F12, and select "Console" in the debugger menu.
- Otherwise follow these steps:
- **Chrome**
- Open the browser.
- From the menu, select tools.
- From tools, choose developer tools.
- Finally, select Console.
- **Firefox Firebug**
- Open the browser.
- Go to the web page:
<http://www.getfirebug.com>.
- **F12->Breaks->F5->f8**
- **Internet Explorer**
- Open the browser.
- From the menu, select tools.
- From tools, choose developer tools.
- Finally, select Console.