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----	-----

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HTML5	2.1
CSS3	2.2
JS	2.3
ES6	2.4
Python	2.5
Linux	2.6
C00	2.7

II 0000

git	3.1
adb	3.2
000	3.3
Termux	3.4
000	3.5

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- □□

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1. □□□□□□□□□□□□□□
2. □□□□□□□□

- HTML5
 - 00000
 - 0000000000000000
 - 000000000000
 - 0000000000
 - 0000000
 - 00000
 - API
 - 0000000000000000000000
 - 000000
 - 00000
 - 0000000
 - 0000000
 - 00000
 - Canvas
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 - 00000
 - 0000000000000000
 - 00000000000
 - 00

HTML5

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000000000000000000

HTML5 0000

```
<header></header>
<footer></footer>
<article></article>
<aside></aside>
<nav></nav>
<section></section>
```

0000000000

HTML 00

- `<video></video>` 00
 - 000controls 00000
 - 000autoplay 0000
 - 000loop 000000
- `<audio></audio>` 00
 - 000controls 00000
 - 000autoplay 0000
 - 000loop 000000

```
<video>
  <source src="code/00000/trailer.mp4">
  <source src="trailer.ogg">
  <source src="trailer.WebM">
</video>
```

00000000

000000

```
<input type="email">
<!--
email: 000000000
url 000000
number 000000
range 00
color 000
date 0000
month 0000
week 0 00000
time 0000
-->
```

0000

- form000
 - autocomplete=on | off 0000
 - novalidate=true | false 000000
- input000
 - *autofocus 0 000000

- form
- multiple - *placeholder* - required
- list

```
<input type="text" list="abc"/>
<datalist id="abc">
  <option value="123">12312</option>
  <option value="123">12312</option>
  <option value="123">12312</option>
  <option value="123">12312</option>
</datalist>
```

API

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

```
//document.querySelector("#id")
//document.querySelector("#id").style.backgroundColor = "red";
document.querySelector("#id").style.backgroundColor = "red";

//document.querySelector("#id").style.backgroundColor = "red";
document.querySelector("#id").style.backgroundColor = "red";

Dom.classList.add("active"); //document.querySelector("#id").classList.add("active");

Dom.classList.remove("active"); //document.querySelector("#id").classList.remove("active");

classList.contains("active"); //document.querySelector("#id").classList.contains("active");

classList.toggle("active"); //document.querySelector("#id").classList.toggle("active");
```

□ □ □ □ □

- data-objects → data-objects
 - objects Dom.dataset objects
 - Dom.dataset.objects → Dom.dataset[objects]¹
 - Dom.dataset.objects = → Dom.dataset[objects] = →

1111

```

FileReader
  FileReader
    readAsBinaryString  3bytes result
    readAsText          ---
    readAsDataURL       ---

```

```

FileReader
  onabort
  onerror
  onload
  onloadend
  onloadstart
  onprogress

```

000000

- 00000000

```

window.navigator.onLine

```

- 000000

```

1. window.ononline
2. window.onoffline

```

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- 00000000

```

window.navigator.geolocation.getCurrentPosition(success, error)
1. coords.latitude
2. coords.longitude

```

- 00000000

```

window.navigator.geolocation.watchPosition(success, error)

```

0000

- localStorage
 - 0000

- 000000
- 00000020M

```

window.localStorage.setItem(key,value) //000000
window.localStorage.getItem(key) //0000
window.localStorage.removeItem(key) //0000
window.localStorage.clear() //0000

```

- sessionStorage
 - 0000000000000000
 - 000000000000
 - 0000005M

```

window.sessionStorage.setItem(key,value)
window.sessionStorage.getItem(key)
window.sessionStorage.removeItem(key)
window.sessionStorage.clear()

```

Canvas

0000

```

<canvas id="myCanvas" width="200" height="100"></canvas>
<script type="text/javascript">
    var ctx=document.getElementById("myCanvas");
    ctx.moveTo(x,y) //00
    ctx.lineTo(x,y) //00
    ctx.stroke(); //00
    ctx.beginPath(); //000000
</script>

```

- 000 strokeStyle=""
- 000 linewidth="" 0000000000
- 000000 lineJoin: round | bevel | miter (00)
- 000000000000 lineCap: butt(000) | round | square

```

ctx.closePath(); //0000

```

0000

0000

```
var grd=ctx.createLinearGradient(x0,y0,x1,y1);
```

- x0-->선 시작점의 x좌표
- y0-->선 시작점의 y좌표
- x1-->선 끝점의 x좌표
- y1-->선 끝점의 y좌표

```
grd.addColorStop(0,"black"); //0에서부터 검은색
grd.addColorStop(0.1,"yellow"); //0.1에서부터 노란색
grd.addColorStop(1,"red"); //1에서부터 빨간색
ctx.strokeStyle=grd;
ctx.stroke();
```

- 0에서부터 1까지의 선을 그릴 때, 0에서부터 1까지의 선을 그릴 때

예제

```
ctx.createRadialGradient(x0,y0,r0,x1,y1,r1);
```

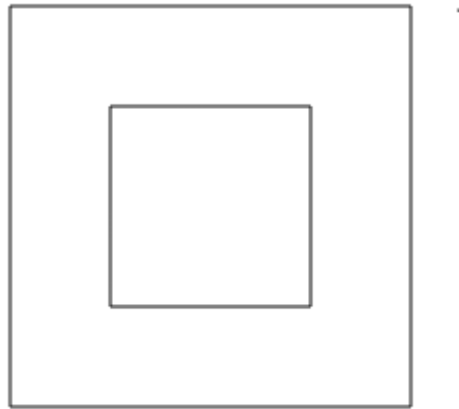
- (x0,y0) 원의 중심점의 x,y 좌표
- r0 원의 반지름
- (x1,y1) 원의 중심점의 x,y 좌표
- r1 원의 반지름

예제

```
ctx.fill(); //채우기
ctx.fillStyle="red"; //빨간색 채우기
```

예제

예제



□ - □□

- 数据类型
 - 数据类型
 - 数据类型
 - 数据类型+1数据类型-1数据类型0数据类型
 - 数据类型

□□□□

1.

[illegible]

□□□ [10,10] □□□□10px □□□□10px

□□□ [10,5] □□□□10px □□□□5px

□□□ [10,5,20] □□□□10px □□5px □□20px □□□□10px □□5px □□
20px....

2. □□□

```
ctx.setLineDash([]);
ctx.stroke();
ctx.moveTo(100, 100);
ctx.lineTo(300, 100);
ctx.setLineDash([2,4]);
ctx.stroke();
```

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Canvas

`content.strokeRect(x,y,width,height)`

`content.fillRect(x,y,width,height)`

`content.clearRect(x,y,width,height)`

Canvas

1. Canvas
2. Canvas
3. Canvas

Canvas

Canvas

`content.fillText(text,x,y)`

Canvas

`content.strokeText();`

Canvas

`content.font="20px Arial"`

Canvas

`content.textAlign="left | right | center"`

Canvas

`content.textBaseline="top | middle | bottom | alphabetic(0-1000)"`

- Canvas
 - `ctx.shadowColor="red";` 阴影颜色
 - `ctx.shadowOffsetX=0;` 阴影水平偏移
 - `ctx.shadowOffsetY=0;` 阴影垂直偏移
 - `ctx.shadowBlur=0;` 阴影模糊

Canvas

```
// Draw image at (x,y)
content.drawImage(image, x, y);
// Draw image at (x,y) with width and height
content.drawImage(image, x, y, width, height);
content.drawImage(image, sx, sy, swidth, sheight, dx, dy, dwidth, dheight);
```

- sx, sy: Starting x and y coordinates
- swidth, sheight: Source width and height
- dx, dy: Destination x and y coordinates

CanvasRenderingContext2D.drawImage() method

CanvasRenderingContext2D.arc()

```
content.arc(x, y, radius, startRadian, endRadian[, direction]);
```

1. x, y: Center coordinates
2. radius: Radius
3. startRadian: Starting angle in radians
4. endRadian: Ending angle in radians
5. direction: Clockwise or counter-clockwise (false for counter-clockwise, true for clockwise)

Note: 180 degrees = π

- 0 degrees: Starting angle
- 180 degrees: Ending angle

$$0^\circ = 0$$

$$30^\circ = \pi/6 \quad (180^\circ \text{ degrees})$$

$$45^\circ = \pi/4$$

$$60^\circ = \pi/3$$

$$90^\circ = \pi/2$$

$$180^\circ = \pi$$

$$360^\circ = 2\pi$$

CanvasRenderingContext2D.arc()

- 0 degrees

- $x = ox + r \cos(\theta)$
- $y = oy + r \sin(\theta)$
- ox: 圆心的x坐标
- oy: 圆心的y坐标
- r: 圆的半径

Canvas 的 translate 方法

```
ctx.translate(x,y);
```

- 将画布的原点移动到指定的位置
- translate(x,y) 方法
- moveTo(x,y) 方法
 - moveTo(x,y) 方法将画布的当前点移动到指定的位置
 - translate(x,y) 方法将画布的原点移动到指定的位置

Canvas 的 rotate 方法

```
ctx.rotate(θ);
```

Canvas 的 scale 方法

```
ctx.scale(x,y)
```

将画布的原点移动到指定的位置 x,y 将画布缩放 0.5 1

1. 将画布的原点移动到指定的位置 [↩](#)

- CSS3
 - `display: inline-block`
 - `display: inline-block; vertical-align: middle; margin: 0 10px;`
 - `display: inline-block; vertical-align: middle; margin: 0 10px; border: 1px solid black; padding: 2px 5px;`
 - `display: inline-block; vertical-align: middle; margin: 0 10px; border: 1px solid black; padding: 2px 5px; text-align: center; width: 50px; height: 20px; background-color: #f0f0f0;`
 - `display: inline-block; width: 100px; height: 20px; background-color: #f0f0f0; border: 1px solid black; text-align: center; line-height: 20px; vertical-align: middle; margin: 0 10px;`
 - `display: inline-block; width: 100px; height: 20px; background-color: #f0f0f0; border: 1px solid black; text-align: center; line-height: 20px; vertical-align: middle; margin: 0 10px; border-radius: 10px;`
 - `display: inline-block; width: 100px; height: 20px; background-color: #f0f0f0; border: 1px solid black; text-align: center; line-height: 20px; vertical-align: middle; margin: 0 10px; border-radius: 10px; box-shadow: 2px 2px 0px #ccc;`
 - `display: inline-block; width: 100px; height: 20px; background-color: #f0f0f0; border: 1px solid black; text-align: center; line-height: 20px; vertical-align: middle; margin: 0 10px; border-radius: 10px; box-shadow: 2px 2px 0px #ccc; transform: rotate(15deg);`

CSS3

11

11

[illegible]

```
background-origin  padding-box
padding-box       border-box
border-box        content-box
content-box
```

0001. 00000000000000000000000000000000

□ □ □ □ □ □ □ □ □

```
background-clip□
  border-box      □□□□□□□□□□□□ □□□□□□□□□□□□□□
padding-box      □□□□□□□□□□□□□□□□□□□□□□□□□□□□
content-box      □□□□□□□□□□□□□□□□□□□□□□□□
```

□ □ □ □ □ □ □ □ □

```
background-size:
  cover
  contain
```

11

- box-shadow 阴影
- border-radius 圆角
- border-image: 边框

```
/* 边框 */
border-image-source: url("2.png");

/* 边框切片 : 边框切片 */
border-image-slice: 20;

/* 边框重复 */
/* border-image-repeat: stretch; */
border-image-repeat: round;
/* border-image-repeat: repeat; */

border-image-width: 20px;
```

00

text-shadow 阴影

000

1. 选择器 [属性=值] {} [属性] {} 选择器 [属性^=值] {} 选择器 [属性*=值] {} 选择器 [属性\$=值] {} 选择器
2. 选择器

`:first-child {}` 选择器

:last-child {} 选择器 :nth-child(n) {} 选择器
:nth-last-child(n) {} 选择器

o 选择器

- n 选择器
- n 选择器
- odd[选择器]
- even[选择器]
- n 选择器 an+b 选择器

- i. 选择器 :target 选择器 ::selection 选择器
选择器 ::first-line 选择器 ::first-letter 选择器
选择器

□□

- □□ `transform: translateX() translateY() translateZ()`
- □□ `transform: rotateX(60deg) rotateY(60deg) rotateZ(60deg);`
- □□ `transform: scaleX(0.5) scaleY(1) scaleZ(1);`
- □□ `transform: skewX(30deg) skewY();`
- □□□□□□□□□□ `transform-style: preserve-3d;`

□□

□□

```
/* □□□□□□□□□□□□□□□□ all */
transition-property: all;

/* □□□□□□□□ □□ */

transition-duration: 1s;

/* □□□□□□□□□□ □□ */
transition-delay: 1s;

/* □□□□□□□□□□ □□ */

transition-timing-function: linear;
```

□□□□□□

```
/* 1□□□□□□ □□ */
@keyframes rotate {

  /* □□□□□□□□ 0%*/
  from {
    transform: rotateZ(0deg);
  }

  /* □□□□□□ 100%*/
  to {
    transform: rotateZ(360deg);
  }
}
```



```
align-content: flex-start;
align-content: flex-end;
align-content: center;
align-content: space-around;
align-content: space-between;
/* □□□□□□□ */
align-content: stretch;
```

- JS
 - 0000
 - 00000000
 - 0000000
 - 0000000
 - 000000000000
 - 0000000000000000
 - 00000000
 - 0000000000
 - 00
 - 00000000000
 - 0000001
 - 0000002
 - 0000(0000)
 - 000000
 - 00000000000
 - 000000000000
 - 00
 - 000000
 - 00000
 - 000000
 - 00000000000
 - 0004000000

JS

00000

- 000000—0000(000000000000nullundefined)
- 000000—00000(00)
 - 00
 - 00
 - 000000
 - Date

0000000000

00000000

```
var student={
  name:"" , //student name ""
  grade:"",
  //a student say
  //b student say
  say:function(){
    console.log("");
  },
  run:function(speed){
    console.log(""+speed+"/");
  }
}
```

(ps)

- name grade
- say run

- student.name name
- student.say

- student["name"] student.name
- student["say"] student.say

- . ()
 - .js (class this function)
 - .

```
var obj={};
obj.this=5; //
obj.0=10;  //
```

- []
 - ol[name]
 - ["class"] ["this"] obj["this"]=10
 - obj[3]=50 = obj["3"]=50
 - ["[object Array]"] jquery
 - [{"abc}"] {abc}

11.1 11.1.1

- `student["gender"]="男"` 或者 `student.gender="男"`
 - `student["gender"]` 和 `student.gender` 都是访问属性
 - `student["gender"]` 和 `student.gender` 都是设置属性
- 11.1.1 `student.isFemale=true`
- 11.2 `student["children"]=[1,2,5]`
- 11.3

```
student.toShanghai=function(){
    console.log("去上海了")
}
```

11.1 11.1.2

- `delete student["gender"]`
- `delete student.gender`

11.1 11.1.3

11.1.3.1

- `var xiaoming = new Object()` --> `var xiaoming = {};`
- `var now = new Date()`
- `var rooms = new Array(1,3,5)` --> `var rooms = [1,3,5]`
- `var isMale=/123/;` ==> `var isMale=new RegExp("123")`
 - `isMale` 是 `RegExp` 对象
 - `isMale` 是 `RegExp` 对象
- `Object`、`Date`、`Array` 都是构造函数

11.1 11.1.4

- 11.1.4

```
function Person(name,age){
    this.name=name;
    this.age=age;
}
var p1=new Person("小明",18)
```

- `p1` 是 `Person` 对象

11.1 11.1.5

- 11.1.5 `function CreateFunc(){ }`

- new CreateFunc(); new CreateFunc()
 - new CreateFunc(); new CreateFunc()
 - CreateFunc(); new CreateFunc()
- new Object() {}

new

1. var p1=new Person(); (Person()
 -)- _p1
2. this
 - this(_p1)
3. this(_p1)
4.
 - a(return) (p1)
 - b(_p1)

```
function fn(){
}
var f1=new fn(); //f1fn

function fn2(){
  return "abc";
}
var f2=new fn2(); //f2fn2
```

- c

```
function fn3(){
  return [1,3,5];
  //
  //
  //fn3
}
var f3=new fn3(); //f3fn3
//f3[1,3,5]
```

5.
 - null undefined
 - 5

6.
 - String() b=new String()


```
Person.prototype={
  constructor:Person,
  say:function(){
    console.log("say");
  },
  run:function(){
    console.log("run");
  }
}
```

11.11

- a. 通过 Person.prototype 访问 Person 原型
- b. 通过 Person.prototype.constructor 访问 Person 构造函数

11.12 (Object)

11.12.1 浅拷贝与深拷贝

```
var o1 = {age:2};
var o2 = o1;
o2.age = 18;
```

1. o2 指向 o1
2. o2 指向 o1 的内存地址
3. o1 指向 age 的内存地址

11.12.2 浅拷贝与深拷贝

```
var o3 = {gender:"男",grade:"本科",group:"三班",name:"张三"};
var o4 = {gender:"男",grade:"本科",group:"三班",name:"张三"};
```

1. 浅拷贝 o3
2. 深拷贝 o3 通过 for...in

```
//a. 浅拷贝 o3
for(var key in o3){
  //key 指向 o3 的内存地址
  //b. 浅拷贝 o3
  var value = o3[key];
  //c. 深拷贝 o4
  o4[key] = value;
}
```


3. 如何修改name属性

```
o4.name="小明"
```

如何修改

- 如何修改name属性
- 如何修改age属性

如何

```
var source={name:"小明",age:15}
var target={};
target.name=source.name
target.age=source.age;
```

如何修改name属性

```
function extend(target,source){
    for(key in source){
        target[key]=source[key];
    }
    return target;
}
extend(target,source)
```

如何修改age属性

- jquery的 \$.extend
- es6的 ... 运算符

```
var source={name:"小明",age:15}
var target={ ...source }
var target2={ ...source,age:18}
```

如何

- 如何
 - 如何修改name属性
 - 如何修改age属性

```
var parent = {age:18,gender:"男"};
var student = Object.create(parent);
console.log(student)
```

- 物件の作成
 - 空のオブジェクトを作成 (Object.create(null))

```
var o1={ say:function(){}}
var o2=Object.create(o1);
```

var o3={} o3の作成

プロトタイプチェーン

- 2つのオブジェクト間の関係
- callの適用
- AnimalオブジェクトがPersonオブジェクトの原型を持つ

```
function Animal(name,age,gender){
    this.name=name;
    this.age=age;
    this.gender=gender;
}
function Person(name,age,gender,address){
    // Animal.call(this,name,age,gender);
    // 空のオブジェクトを作成
    Animal.apply(this,[name,age,gender]);
    //this.name=name;
    //this.age=age;
    // this.gender=gender;
    this.address=address;
}
```

- 原型チェーン

プロトタイプチェーン

- JSのオブジェクトはすべてObjectの原型を持つ
- 空のオブジェクト
 - 空のオブジェクトの原型は**proto**プロパティを持つ - 空のオブジェクトの原型
- Object.prototype
 - var arr=[1,3,5]
 - arr.**proto** === Array.prototype
 - arr.**proto.proto** === null

```
function Animal(){
var cat=new Animal();
//cat.__proto__=Animal.prototype
//cat.__proto__.__proto__:Object
```

- Object

00

00000

-
- JS
- JS

```
var age=18; //age
function f1(){
var name=""; //name f1
console.log(name); //name
console.log(age); //age
}
console.log(age); //age
```

```
//
//1
var gender="";
function fn(){
console.log(age); //age:undefined undefined
console.log(height); //height
//2
return function(){
//3
var height=180;
}
var age=5;
}
```

000

-
- fn
-


```
var name="";
function f1(){
    return function(){
        console.log(name);
    }
    var name="abc";
}
var fn=f1();
fn();
```

- □□4□

```
var name="";
function f1(){
    return {
        say:function(){
            console.log(name);
            var name="abc";
        }
    }
}
var fn=f1();
```

□□□□□

```
function fn(){
    var a=5;
    return function(){
        a++;
        console.log(a);
    }
}
var f1=fn();
//□□□□□□fn□□□□□□□□□□
// □□□□□□□□□□□□□□□□
// □□□□□□□js□□□□□□□□□□a□□
//□□a□□□□□□□□□□
// □□□a□□□□□□□□□□□□□□□□
f1();//6
f1();//7
f1();//8
```

```
function q2(){
    var a={};
    return function(){
        return a;
    }
}
var t3=q2();
var o5=t3();
var o6=t3();
console.log(o5==o6);//true
var w3=q2();
var o8=w3();
console.log(o5==o8);//false
```

函数返回函数

- 函数返回函数，返回的函数可以访问外部函数的变量
- 函数返回函数

```
function f1(){
    var a=5;
    return function(){
        a++;
        console.log(a);
    }
}
var q1=f1();
//返回q1函数，q1函数可以访问f1函数的变量a
q1=null;//q1=undefined;
```

函数返回函数

- 函数
- 函数返回函数

函数4个特性

1. 函数

```
var age=18;
var p={
  age:15,
  say:function(){
    console.log(this.age);
  }
}
var s1=p.say;
s1();//□□□□--> this: window □□18
```

□□□□□□□□this□□window

2. □□□□

```
var age=18;
var p={
  age:15,
  say:function(){
    console.log(this.age);
  }
}
p.say(); //□□□□15
//
function Person(){
  this.age = 20;
}
Person.prototype.run=function(){
  console.log(this.age);
}
var p1=new Person();
p1.run(); //□□□□20
//
var clear=function(){
  console.log(this.length);
}
var length=50;
var tom={c:clear,length:100};
tom.c();//□□100 this□□tom
```

□□□□clear□□□□tom.c()□□□□□□□□□□□□□□□□this□□□□□□□□□□
□□tom

3. new□□□□□□□□

```
//1
function fn(name){
    this.name=name;
}
//2
var _n=new fn("n");
//2
function jQuery(){
    var _init=jQuery.prototype.init;
    return new _init();
}
jQuery.prototype={
    constructor:jQuery,
    length:100,
    init:function(){
        //1.this.init
        //2.
        //3.
        //4.
        console.log(this.length);
    }
}
jQuery.prototype.init.prototype=jQuery.prototype;
jQuery();//100
```

4. call, apply, bind


```
var name=21;
function f1(){
    console.log(this.name);
}
f1.call([1,3,5]);
f1.apply(this);
f1.call(5);
//[]
//call[]
//1.[]this[]
//2.[]undefined[]null,[]this[]window
//3.[]-->this[]new Number([])[]-->this[]new String
//bind[]ES5(ie9+)
var obj={
    age:18,
    run:function(){
        setTimeout((function(){
            console.log(this.age)
        }).bind(this),500)
        //[]bind[]this[]
    }
}
obj.run();
//bind[]
function speed(){
    console.log(this.seconds);
}
//[]bind[]this[]={seconds:100}
var speedBind=speed.bind({seconds:100});
speedBind();//[]100
```

- `call` `apply` `...` `this`
- `...`

```
function toString(a,b,c){
    console.log(a+" "+b+" "+c);
}

toString.call(null,1,3,5);
toString.apply(null,[1,3,5])
```

ES6 this

5. bind

6. `bind()` `fn.__proto__ === fn.prototype`
7. `Function`

- ES6(JavaScript)
- 变量
- 常量
- 数据类型
 - rest
 - 数组
- 字符串
- Promise
 - 函数
 - Promise
 - Promise
 - Promise
- async
- class
 - 函数
 - 类
 - 类
 - 类
- module
 - 函数
 - 类
 - 类

ES6(JavaScript)

变量

变量声明

```
//变量
var s1 = ` abc `
var s2 = " abc "
//字符串模板
//变量
var s3=" a "+s1+" b "+s2;
var s4=` a ${s1} b ${s2}`
var s5=`<div>
    <p>
        <span>222</span>
        <span>${s1}</span>
        <span>${s2}</span>
    </p>
</div>
`
```

0000

000000

```
var obj={name:"00",age:18}

var {name,age}=obj;
//0020000
// name0000obj.name
// age0000obj.age

var {name:title}=obj;
//0000000title00000obj.name
```

00000000

```
function f1(obj){
    console.log(obj.age);
    console.log(obj.height)
}
//000
function f1({ age,height }){
    console.log(age);
    console.log(height)
}

f1({age:5,height:180})
```

0000000

```
var a = 3 ;
var c = 10;
var b = { a,c } ;
//b00000a0000a000000000a00 0
//0000c000c00000000c00
console.log(b); //{a: 3, c: 10}
```

00000

rest00

- 00000es60
- 000arguments000000rest000000

```
function fn(...args){
  //args
  console.log(args instanceof Array);//true
  console.log(Object.prototype.toString.call(args));
  console.log(Array.isArray(args));
  console.log(args); // [1,2,3,4,5]
}
fn(1,2,3,4,5)
```

◦ □□□□□□

- typeof□□□□□□□□□□□□□□□□undefined□□□
- Object.prototype.toString.call()
- Array.isArray()
- isNaN()
- isInfinity()

□□□□

- □□□□□□□□□□□□
- □□□□□□

```
//□□□□
div.onclick=function(){
  console.log("□□")
}
//□□□□
div.onclick=()=>{
  console.log("□□")
}
```

- □□□□□□□□□□□□

```
var fn=(a)=>{
  console.log("abc");
}
//□□□□
var fn=a=>{
  console.log("abc");
}
```

- □2□□□□□□□□□□□□

11

```
var f=(a,b,c)=>{
  console.log("abc")
}
```

- `function generator() {`
 - `this` `function` `generator` `function` `scope`
 - `new` `function` `generator` `function` `scope`
 - `arguments` `function` `generator` `function` `scope` `rest` `arguments`
 - `yield` `function` `generator` `function` `scope` `Generator` `function`
 - `generator` `function` `async`

```
var p={
  age:18,
  run:()=>{
    setTimeout(()=>{
      console.log("run",this);//this==window
    },100)
  },
  say(){
    setTimeout(()=>{
      console.log("say",this);//this==p
    },100)
  },
  //~~~~~
  travel:function(){
    setTimeout(()=>{
      console.log("travel",this);//this==p
    },100)
  }
}
```

□ □ □ □ □

- Object.assign

```
var source={age:18,height:170,className:"\u0000\u0000\u0000\u0000"};
var newObj=Object.assign({},source);
```

- | | | | | | | |
|--|--|--|--|--|--|--|
| | | | | | | |
|--|--|--|--|--|--|--|

```
var obj1={ age:5,gender:"" }
var obj2={ ...obj1 }
var obj3={ ...obj1 , age:10 }
var s1=[1,3,5,7,9];
var s2=[...s1];
```

Promise

promise는 어떤 일을 완료할 때까지 기다리는 것

예제

```
$.get("/getUser",function(res){
    $.get("/getUserDetail",function(){
        $.get("/getCart",function(){
            //...
        })
    })
})

function f1(){
    return new Promise((resolve)=>{
        setTimeout(()=>{
            console.log("f1");
            //Promise가 완료되면
            resolve();
        },1000)
    })
}

function f2(){
    return new Promise((resolve)=>{
        setTimeout(()=>{
            console.log("f2");
            //Promise가 완료되면
            resolve();
        },1000)
    })
}

f1().then(res=>{
    //return promise
    return f2();
}).then(res=>{
    setTimeout(()=>{
        console.log("f3");
    },1000)
})
```

Promise의 사용법

```
var promise=new Promise((resolve,reject)=>{
    $.get("/getUser",res=>{
        resolve(res)
    })
})
promise.then(res=>{
    console.log(res);
})
```

Promise□□□□□□□□

```
new Promise((resolve,reject)=>{
    $.get("/getUser",res=>{
        resolve(res)
    })
}).then(res=>{
    //□□□□□□
    return new Promise(resolve=>{
        $.get("/getUserDetail",res=>{
            resolve(res)
        })
    })
}).then(res=>{
    //□□□□
    return new Promise(resolve=>{
        $.get("/getCart",res=>{
            resolve(res)
        })
    })
}).then(res=>{
    //□□□□□□
})
```

Promise□□□□□□

- □□□□□


```
new Promise((resolve, reject)=>{
  $.ajax({
    url: "/getUser",
    type: "GET",
    success: res=>{
      resolve(res);
    },
    error: res=>{
      reject(res)
    }
  })
}).then(resSuccess=>{
  //□□□□□□
}, resError=>{
  //□□□□□□
})
```

- □□□□□□□□□□□□reject□□□□□□□□□□□□□□□□

```
new Promise((resolve, reject)=>{
  $.ajax({
    url: "/getUser",
    type: "GET",
    success: res=>{
      resolve(res);
    },
    error: res=>{
      reject(res)
    }
  })
}).then(resSuccess=>{
  //□□□□□□
}).catch(resError=>{
  //□□□□□□
})
```

async

await□□□□□□□□□□await□□□□async□□□□□□

```
function f1(){
  return new Promise((resolve)=>{
    setTimeout(()=>{
      console.log("□□□");
      //□□□□□□□□□□□□□□□□
      resolve();
    },1000)
  })
}
(async function(){
  await f1();
  console.log("□□□");
})();

async function get(){
  console.log('□□□□');
  var res = await timer()
  console.log('□□□□□',res);
}
function timer(){
  return new Promise((resolve,reject)=>{
    setTimeout(()=>{
      resolve("□□");
    },1000)
  })
}
get();
```

□□□□□□□□ try-catch

```
function q(){
  return new Promise((resolve,reject)=>{
    setTimeout(()=>{
      reject("□□");
    },1000)
  })
}
(async function(){
  try{
    let res=await q();
    console.log(res);
  }catch(e){
    console.log(e);
  }
})();
```

class

□□□□□

```
class Person {
  constructor(name,age) {
    this.name=name;
    this.age=age;
  }
}
//□□□□
function Person(name,age){
  this.name=name;
  this.age=age;
}
```

□□□□□□

```
//□□□class□□□□□□
function Person(){
}
Person.prototype.run=(()=>{
  console.log("run");
})
//□□class□□□□□□
class Person {
  constructor(name,age) {
    this.name=name;
    this.age=age;
  }
  //□□□□
  say() {
    console.log("□□□□□□"+this.name+"□□□□"+this.age);
  }
  travel(){
    console.log("□□□□□□□□");
  }
}
```

□□□□□□

```
class Animal {
  constructor(){

  }
  static age=18;
  static born(){
    console.log("000000")
  }
}
//000000
Animal.born();
console.log(Animal.age);
```

0000

```
class Person {
  constructor(name){
    this.name=name;
  }
}
class Student extends Person {
  constructor(name,grade){
    super(name); //00000000
    this.grade=grade;
  }
}
```

module

0000

- 00000

```
//common.js
export default { name:"abc" }
```

- 00000

```
//b.js
import common from "common.js"

console.log( common.name ) //"abc"
```

□□□□□□□□

```
//person.js
export const jim = { country : "France" }
export const tony = { color: "gray" }
//□□□□□□
export default { name: "abc" }
```

```
//index.js
import person , { jim , tony } from "person.js"

//person□{ name: "abc" }
//jim□{ country : "France" }
//tony□{ color: "gray" }
```

□□□□□□□□□□

```
//person.js
export const tony = { color: "gray" }
export { tony as Tony }

//index.js
import { Tony } from "person.js"
import { Tony as man} from "person.js"

console.log(man)    //{ color: "gray" }
```

- python
 - Anaconda
 - 安装
 - 使用

python

Anaconda

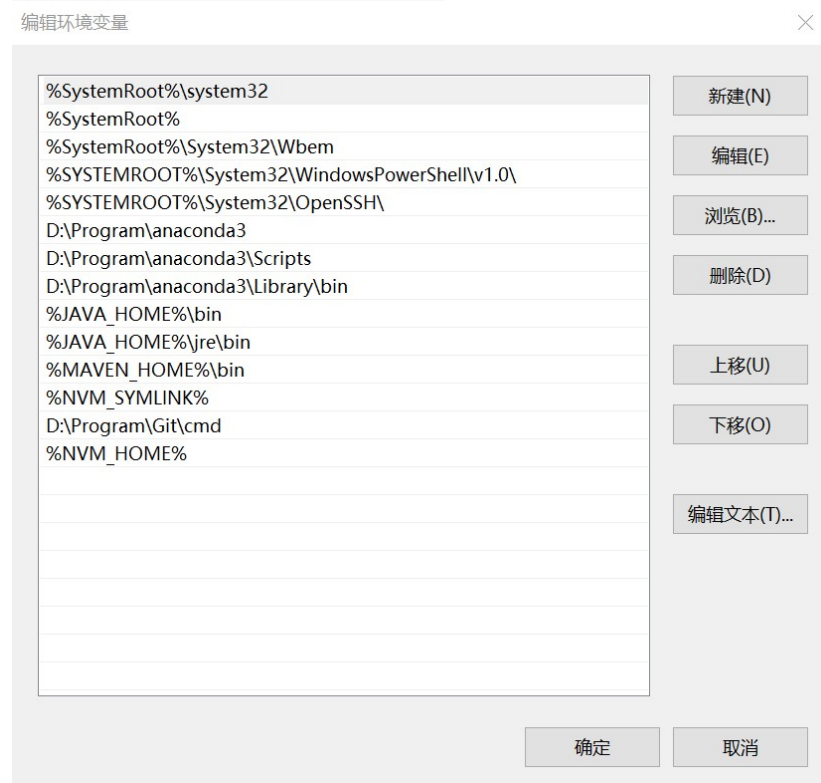
安装

1. 下载

- 访问 Anaconda 官方网站 Python Anaconda3
- 访问 <https://www.anaconda.com/download/>
- 选择操作系统和 Python 版本

2. 配置环境变量 PATH

将 `D:\Program\anaconda3;D:\Program\anaconda3\Scripts;D:\Program\anaconda3\Library\bin` 添加到环境变量



将 `D:\Program\anaconda3;D:\Program\anaconda3\Scripts;D:\Program\anaconda3\Library\bin` 添加到环境变量

3. 验证

- 打开 Python 命令提示符，输入 `python` 或 `conda`，验证是否成功
- 打开 Anaconda 命令提示符，输入 `conda` 或 `pip`，验证是否成功

- `conda --version` 000000000000

00

1. 000000

- Windows 0000000000 .condarc 00000000 conda
config --set show_channel_urls yes 0000000000

```
channels:
- defaults
show_channel_urls: true
default_channels:
- https://mirrors.tuna.tsinghua.edu.cn/anaconda/
- https://mirrors.tuna.tsinghua.edu.cn/anaconda/
- https://mirrors.tuna.tsinghua.edu.cn/anaconda/
custom_channels:
conda-forge: https://mirrors.tuna.tsinghua.edu.c
msys2: https://mirrors.tuna.tsinghua.edu.cn/an
bioconda: https://mirrors.tuna.tsinghua.edu.cn/a
menpo: https://mirrors.tuna.tsinghua.edu.cn/an
pytorch: https://mirrors.tuna.tsinghua.edu.cn/an
simpleitk: https://mirrors.tuna.tsinghua.edu.cn/
```

- 00 `conda clean -i` 000000000000000000000000

2. 000000

- 000000 code

```
conda create -n code python=3
```

- 0000000000

```
conda env list
```

- 0000

```
activate code
```

- 000000

```
conda remove -n aiconfig --all
```

- 00ipython

```
conda install -c anaconda ipython
```

- □□□□□□ deactivate

3. □□pip□

- Windows□□conda□□□□□□□□□□pip□□□□ pip.init
C:\Users\xxx\pip\pip.ini

```
[global]
index-url=http://mirrors.aliyun.com/pypi/simple/
[install]
trusted-host=mirrors.aliyun.com
disable-pip-version-check = true
timeout = 6000
```


11

- /sbin: /usr/sbin: /usr/local/sbin 各種のシステム管理に必要のユーティリティを格納するディレクトリ。fdisk, shutdown, mount などのユーティリティは /bin からインストールされた root ディレクトリにインストールされる。
- /tmp 各種のシステム管理に必要のユーティリティを格納するディレクトリ。
- /srv 各種のシステム管理に必要のユーティリティを格納するディレクトリ。www のディレクトリは /srv/www にある。
- /usr 各種のシステム管理に必要のユーティリティを格納するディレクトリ。usr/bin, usr/share, usr/lib, usr/local, usr/share/doc, usr/share/man などのディレクトリがある。
- /var 各種のシステム管理に必要のユーティリティを格納するディレクトリ。/var/log, /var/log/message, /var/spool/mail, /var/run: PID などのディレクトリがある。

111

- `ctrl+l`
- `ctrl+c`

□□□□

- `r` read
- `w` write
- `x` execute
- `d rwx rwx rwx`

```
drwxr-xr-x 12 wsj0051 wsj0051 4096 Nov 26 20:55 ./
drwxr-xr-x 3 root root 4096 Nov 19 17:18 ../
-rw----- 1 wsj0051 wsj0051 7700 Nov 27 11:43 .bash_history
-rw-r--r-- 1 wsj0051 wsj0051 220 Nov 19 17:18 .bash_logout
-rw-r--r-- 1 wsj0051 wsj0051 4055 Nov 25 21:28 .bashrc
drwxr-xr-x 3 wsj0051 wsj0051 4096 Nov 25 21:17 .cache/
drwx----- 5 wsj0051 wsj0051 4096 Nov 25 21:17 .config/
```

- | 1 | 2 | 3 | 4 |
|----|----------|---|---|
| 1. | □□□□ | | |
| 2. | □□□□□□ | | |
| 3. | □□□□□□ | | |
| 4. | □□□□□□□□ | | |
| 5. | □□□ | | |
| 6. | □□□ | | |

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- `xx --help`
- `man xx`

ls

- `ls` 顯示 檔案
 - `ls -a` 顯示隱藏檔案
 - `ls -l` 顯示詳細資訊
 - `ls -lh` 顯示檔案大小 單位1024{KB MB GB}
 - `ls -all` 顯示隱藏檔案
 - `ll` 顯示
- 通配符
 - `*` 匹配任何字元 0-256
 - `a*` 匹配以a開頭的檔案
 - `?` 匹配任何單一字符
 - `a?` 匹配以a開頭，且只有一個字符的檔案
 - `[a-z]` 匹配任何小寫字母
 - `[a-z]` 匹配任何小寫字母
 - `[abcde]` 匹配任何大寫字母
 - `[abcde]` 匹配任何大寫字母

cd

- `cd` 顯示 檔案
- `cd ~` 顯示 檔案
- `cd ..` 顯示 檔案
- `cd .` 顯示 檔案
- `cd -` 顯示 檔案

mkdir

- `mkdir` 顯示 檔案
- `mkdir` 顯示 -p 檔案
- `rmdir` 顯示 檔案
- `rm` 顯示 檔案
- `rm` 顯示 -i 檔案
- `rm -r` 顯示 檔案

ln

1. `ln` 顯示 檔案
 - 顯示檔案大小 單位1024{KB MB GB}
 - 顯示檔案大小 單位1024{KB MB GB}
2. `ln -s` 顯示 檔案
 - 顯示檔案大小 單位1024{KB MB GB}
 - 顯示檔案大小 單位1024{KB MB GB}

□□	□□
ZZ	□□□□
:wq	□□□□
:q!	□□□□□
[n]x	□□□□□ n □□□
[n]X	□□□□□ n □□□
D	□□□□□□□□□□□□□□□□
[n]dd	□□□□□□□□□ n □□□□□□□□□□□□□□□□□□□□□□
[n]yy	□□□□□□□□□ n □
p	□□□□□□□□□□□□□□□□
dG	□□□□□□□□□□□□□□□□
J	□□□□□□□□□□□□□□□□□□□□□□□□
.	□□□□□□□□
u	□□□□□□□□
gg	□□□□□□
G	□□□□□□
:set ic	□□□□□□□□□□
:set noic	□□□□□□□□□□
:set nu	□□□□□
:set nonu	□□□□□
a	□□□□□□□□□□□□
i	□□□□□□□□□□□□
o	□□□□□□□□□□□□
O	□□□□□□□□□□□□
l	□□□□□□□□□□□□
A	□□□□□□□□□□□□
:r □□□	□□□□□□□□□□□□□□□□□□□□□□
:s/w1/w2/g	□□□□□□w2□□w1
:g/p1/s//p2/g	□□□□□□□□p2□□p1
:10,20s/p1/p2/g	□10□20□□□□p1□p2□□
/□□	□□□□□□□n□□□□□□N□□□□□

grep

```
grep '패턴' 파일
```

- 옵션
 - -n 패턴
 - -v 패턴
 - -i 패턴
- 패턴
 - ^a 패턴
 - a\$ 패턴
 - . 패턴
 - * 패턴0

find

```
find 디렉토리 옵션
```

- -name 패턴
- -size 크기
- -perm rwx

tar

tar

```
tar -cvf 디렉토리.tar 파일1 파일2 파일1 파일2
```

tar

```
tar -xvf 디렉토리.tar -C 디렉토리
```

gzip 디렉토리.tar.gz 디렉토리.tar.gz

```
gzip 디렉토리.tar
```

```
gzip -d 디렉토리.tar
```

```
gzip -d 디렉토리.tar.gz
```

tar -czvf

```
tar -czvf 000.tar.gz 001 002 001 002
```

tar -xzvf

```
tar -xzvf 000.tar.gz -C 00
```

bzip2

```
tar -cjvf 000.tar.bz2 001 002 001 002
```

bzip2

```
tar -xjvf 000.tar.bz2 -C 00
```

zip

```
zip 000 001 002 001 002 000000000000.zip
```

unzip

```
unzip 000.zip -C 00
```

- C
 - Hello World
 - System
 - C
 -
 - C

C

Hello World

hello.c

```
#include <stdio.h>
int main(void)
{
    printf("Hello World\n");
    return 0;
}
```

```
gcc -o hello.cgi hello.c
```

System

- system
 - <stdlib.h>
 - Linux windows

C

1. gcc -E a.c -o a.i
 -
 -
 -
 -
2. gcc -S a.i -o a.s
 -
 -
3. gcc -c a.s -o a.o
 -
4. gcc a.o -o a.exe

- [git](#)
 - [ssh](#)

git

配置用户信息

```
git config --global user.name "your user name"
git config --global user.email "your email"
```

配置Git颜色

```
git config --global color.ui true
```

配置git别名

```
git config --global alias.lg "log --color --graph --pretty=
```

◀ ▶

Git clone 本地仓库 URL 或 HTTPS 或 SSH

1. HTTPS 仓库地址 `https://github.com/用户名/仓库名.git`
2. SSH 仓库地址 `git@github.com:用户名/仓库名.git`

git 仓库管理 [sourcetree](#)

ssh

```
ssh-keygen -t rsa -C "your email"
```

配置github/gitee仓库地址 .ssh 配置文件

```
# gitee
Host gitee.com
HostName gitee.com
HostkeyAlgorithms +ssh-rsa
PubkeyAcceptedAlgorithms +ssh-rsa
PreferredAuthentications publickey
IdentityFile ~/.ssh/id_rsa
# github
Host github.com
HostName github.com
PreferredAuthentications publickey
IdentityFile ~/.ssh/id_rsa
```

□□□□□□github□,□□□□□□□□□□

```
ssh -T git@github.com
```

- [adb](#)
 - [adb 0000](#)
 - [00apk](#)
 - [00adb fastboot 00](#)
 - [00 fastboot 00 Recovery](#)
 - [00 Recovery 0000ROM](#)

adb

adb 0000

```
adb connect 127.0.0.1:58526
```

00apk

```
adb install 00/000.apk
```

00adb fastboot 00

1. 00adb fastboot00

```
sudo apt install adb fastboot
```

2. 00USB00000000000000000000

```
adb devices
```

3. 000fastboot00

```
adb reboot-bootloader
```

4. 0000000000000000000000

```
tar zxvf clover_images_V10.3.2.0.0DJCNXM_20190515.0000.
```

◀ 0000000000000000000000 ▶

5. 00000000

```
cd clover_images_V10.3.2.0.0DJCNXM_20190515.0000.00_8.1
```

◀ 0000000000000000000000 ▶

6. 0000

- `chmod +x flash_all.sh`
- `fastboot` `fastboot devices`
- `sudo sh flash_all.sh`

fastboot Recovery

1. Recovery - TWRP

- `fastboot` `Recovery` `Recovery`
- `Recovery` `Recovery`

2. USB

3. Windows Linux macOS

```
adb reboot bootloader
```

`fastboot`

- `FASTBOOT`

4. fastboot PC

```
fastboot devices
```

5. Recovery

```
fastboot flash recovery twrp-x.x.x-x.x.img #
fastboot boot .\twrp-x.x.x-x.x.img # recovery
```

6. Recovery

- `Recovery`

Recovery ROM

1. ROM

- `OpenGapps`

2. Recovery Recovery

- `Recovery`

1. `sh`

- `xxxxxxx`
 - `xxxxx`
 - `xxxxxxx`
 - `xzxxxxx(xxxxxxxx)`
 - `imgxxxxxxxxxxxxxxxxxxxx`
 - `xxxx`
 - `xxxx`
 - `aptitude`

--	--	--	--	--	--	--

□ □ □ □ □

- Debian-Pi-Aarch64
- □□: xbwyy

□ □ □ □ □ □

```
shasum 2013-09-25-wheezy-raspbian.zip
unzip 2013-09-25-wheezy-raspbian.zip
```

```
df -h /u/sd/ 2>&1 | grep /u/sd/
```

```
umount /dev/sdb1
umount /dev/sdb2
```

xz□□□□(□□□□□□□□)

```
sudo xz -cd kali-2017.3-rpi3-nexmon.img.xz> /dev/sdb
```

```
root@kali:~# sudo pkill -USR1 -n -x xz
```



```
sudo dd bs=4M if=2013-09-25-wheezy-raspbian.img of=/dev/sd
```

```
root@kali:~# sudo pkill -USR1 -n -x dd
```

0000

1. 00000000

```
apt-get remove packagename
```

2. 00000000

```
apt-get purge packagename
```

0000

000

```
0000 apt-get install softname1 softname2 softname3.....
```

```
0000 apt-get remove softname1 softname2 softname3.....
```

```
00000000 apt-get remove --purge softname1
```

```
0000000000 apt-get update
```

```
00000000 apt-get upgrade
```

```
000000 apt-cache search softname1 softname2 softname3.....
```

```
00deb0000 dpkg -i xxx.deb
```

```
00000000 dpkg -r xxx.deb
```

```
00000000000000 dpkg -r --purge xxx.deb
```

```
0000000000 dpkg -info xxx.deb
```

```
0000000000 dpkg -L xxx.deb
```

```
000000000000000000 dpkg -l
```

```
0000000000 dpkg-reconfigure xxx
```

```
00000000000000000000
```

```
dpkg -l |grep ^rc|awk '{print $2}' |sudo xargs dpkg -P
```

```
dpkg00000000apt0000000000
```

aptitude

```
aptitude update 0000000000
```

`aptitude upgrade` □□□□□□

`aptitude dist-upgrade` □□□□□□□□□□

`aptitude install pkgname` □□□

`aptitude remove pkgname` □□□

`aptitude purge pkgname` □□□□□□□□□□

`aptitude search string` □□□

`aptitude show pkgname` □□□□□□□□□□

`aptitude clean` □□□□□□□□□□

`aptitude autoclean` □□□□□□□□□□

- [Termux](#)
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 - [ecj termux-tools dx](#) [java](#)
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 - [atilo](#) [linux](#)
 - [apache java](#)
 - [tmoe-linux](#)
 - [安装](#)

Termux

安装指南

```
termux-setup-storage
```

安装指南 Termux 安装指南"安装"

安装

安装指南

```
ln -s /data/data/com.termux/files/home/storage/shared/wsjo
```

安装指南

安装指南 [TUNA](#) 安装

```
sed -i 's@^\(deb.*stable main\)#@#\1\ndeb https://mirrors.1
sed -i 's@^\(deb.*games stable\)#@#\1\ndeb https://mirrors
sed -i 's@^\(deb.*science stable\)#@#\1\ndeb https://mirro
apt update && apt upgrade
```

□□□□□□

```
pkg update
pkg upgrade
pkg install vim curl wget git unzip unrar
```

□□□□□□

```
sh -c "$(curl -fsSL https://github.com/Cabbagec/termux-ohmy
```

□□□□□□□□□□□□□□

```
Enter a number, leave blank to not to change: 14
Enter a number, leave blank to not to change: 6
```

□□□□□□□□□□

```
~/termux-ohmyzsh/install.sh
```

Termux□□□□

```
mkdir $HOME/.termux;
echo "extra-keys = [ \
    ['ESC','<','>','BACKSLASH','=','^','$','(',')','{','}','[',']',
    ['TAB','&',';','/','~','%','*','HOME','UP','END','PGUP
    ['CTRL','FN','ALT','|','-','+','QUOTE','LEFT','DOWN','F
    ]
" >> $HOME/.termux/termux.properties
```

□□□□□□□□

```
vim $PREFIX/etc/motd
```

```
vim pkg install vim
```

```
sh
```

```
cd $PREFIX/etc
vim motd
```

```
motd
```

```
#!/$PREFIX/bin/bash
neofetch
```

```
mv motd profile.d/motd.sh
```

```
sh.zshrc
```

```
mv $PREFIX/etc/profile.d/motd.sh .
echo "$PREFIX/bin/bash ~/motd.sh" >> ~/.zshrc
```

neofetch

```
cd .config/neofetch
vim config.conf
```

```
ascii_distro="linux" linux
```

npm http-server

```
npm install -g http-server
```

```
Server
```

```
http-server
```

000000000000 Server 000 8080 000000000000000000 IP 000

00**ecj termux-tools dx**00**java**00

1. 0000

```
pkg update & pkg upgrade
```

2. 000000

```
pkg install ecj termux-tools dx
```

3. 00java00Hello.java

```
public class Hello{
    public static void main(String[] args){
        System.out.println("Hello World!");
    }
}
```

4. 00java00

```
ecj Hello.java
```

5. 0000000000

```
dx --dex --output=Hello.dex Hello.class
```

6. 0000000000

```
dalvikvm -cp Hello.dex Hello
```

7. 00000000shell00 vim ecj.sh

```
#!/usr/bin/sh
ecj "$1.java"
dx --dex --output="$1.dex" "$1.class"
dalvikvm -cp "$1.dex" "$1"
```

8. 00shell00java

```
sh ecj.sh Hello
```

0000000000000000

0000000000000000000000root00000

1. 00000000adb00
2. 00000000

```
pkg install tsu
adb shell
settings put secure clock_seconds 1
```

00atilo00linux

1. 0Termux00Linux00bash00

```
echo "deb [trusted=yes] https://yadominjinta.github.io
pkg in atilo-cn
```

2. 00debian

```
atilo pull debian
```

3. 00debian

```
atilo run debian
```

00apache java00

1. 0usr/local00java0000000000tar000000java0000000000
0 /data/data/com.termux/files/home/.atilo/debian/usr/local/java
2. 00jdk00tomcat

```
cd /usr/local/java
tar xzf jdk-8u241-linux-arm64-vfp-hflt.tar.gz
tar xzf apache-tomcat-9.0.31.tar.gz
```

3. 0000000 /etc/profile 00000

```
JAVA_HOME=/usr/local/java/jdk1.8.0_241
PATH=$JAVA_HOME/bin:$PATH
CLASSPATH=$JAVA_HOME/jre/lib/ext:$JAVA_HOME/lib/tools.
export PATH JAVA_HOME CLASSPATH
```

4. 验证安装是否成功 `java -version` 验证是否成功
`source /etc/profile`

0000tmoe-linux

```
. <(curl -L gitee.com/mo2/linux/raw/2/2)
```

0000

1. [00-Termux](#)
2. [00](#)
3. [tmoe](#)

- [Jenkins](#)
 - [maven-jar-plugin](#)

安装

Jenkins

- 安装Jenkins
 - [hpi-plugin](#)
 - [Theme-plugin](#)
- 安装Jenkins
 - `jenkins/WEB-INF/lib/jenkins-core-1.651.3.jar` 复制到 `lib/layout/layout.jelly`

maven-jar-plugin

```
mvn install:install-file -Dfile=junit-4.8.1.jar -DgroupId=:
```

