

# \* NOTES ON JAVASCRIPT \*

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Introduction to JS Class 1

- Brendan Eich — 1995
- Netscape 2, became ECMA-262 standard in 1997.

European Computer Manufacturers Association → develops standards in Computers.

ES1 to ES5 (1997 to 2009).

- Major changes in 2015 (ECMAScript 6 / ES2015 / ES6).

- ES6 → standard for JS
- Then ES7, ES8, ES10 etc.

- JS is OO Programming language.  
↓  
object oriented.

- Used in form submit, client side validation, popup / event on click.

Uses:

- client side execute browsers (JS query, React, JS, angular JS)
- website Server side (node js, Express js)
- Mobile develop. (hybrid AP)
- Software develop (Electron js, Ex-VS code framework etc)



# First class Javascript (Js)

Ms. Hina

20/1/2024.

## Introduction to Js (Class 1)

- Js was invented in 1995 by Brendan Eich
- ECMA → European Computer Manufacturers Association.
- ES6 → standard → ES7, ES8, ES10
- Popup.  
• website server
- Mobile development
- Software development  
(Extension js, -

[Framework, for mobile app react]

Now code: index.html

```
<body>
  <script>
    alert("hello");
  </script>
</body>
```

Live server  
hello  
(popup)

Now

```
<title> First class of js </title>
<script>
  alert("hello 2");
</script>
</head>
<body>
```

```
<script>
  alert("hello 1");
</script>
</body>
</html>
```

First hello<sup>2</sup> popup → then hello 1 popup.  
in head section. will appear → it will read line by line b/c

NewFileJs (link with html).

File 7

New File 7

script.js (any name).

Now link → Now remove script file.

```
<title> First class of js </title>
<script src="script.js"></script>
</head>
<body>
```

inspect

In console window  
error is shown

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

advisable

<!-- > --> comment out.

Now alert("Hira");

defer = attribute → last code read & ex

```
<h1>Hello world </h1>
```

X --- End of lecture #1 --- X



Class 2      21. Jan. 2024 (Monday)  
Javascript variables || Rules | Declaration  
& Assignment

Variable.

File index.html

Make folder Js tutorials.

variable and datatype.js

index.html.

<body>

<script src="variable and datatype.js"></script>

open console

a = 34.

34.

b = 56

56

a + b.

90.

<h1> variables </h1>



Container which  
stores value.  
(In memory,  
space is  
reserved).

Press F12 → console will open

<h1> variable </h1>

<ul>

<li>

var

</li>

<li> let </li>

<li> const </li>

</ul>

old version  
before 2016 we use  
var (rejected)  
ES → modern JS  
(let + const)

$$\left[ \frac{(2 \times 5) \times 3}{(5+5+5)} \right] 3$$

Var a = 6;

value 67  
a can store 5

Const abc;  
let a = 5  
a = 10;  
a = "hello"  
const

Var a = 6  
a = 5

const pi =  
const abc = "naresh";

Now const abc = "hello";  
abc = "hi"; it will give error

we can't change value of let

X [const abc = "hello";

let name = "heia";

name = "sumaira";

console.log(name);

Now new name (sumaira)

Is file

Var a = 6;  
Var a = 5;  
let a = 5;  
let a = 10; } error  
(only once let saved)



data types

number, String, boolean, null, undefined, array, object, functions.

let declare variable  
let "hi"

variable rules: case sensitive.

```
const abc = "hello";  
let ABC = "hi";
```

let a\$-4; [I can declare my variable -> small or large, number]

- start with number of variable  
\$ start with letter start variable  
eg.

- (underscore)  
\$  
alphabet

```
let gh;  
let $,hj,h;  
let _jh;  
let a$ddg-$34;
```

let myVariable = 45;  
let myKeywords = log  
o/p

\* data type  
number -

```
let age = "45";  
console.log("age");  
console.log(age);
```

age  
45

let fullName = "sornad"; → string  
console.log(fullName);  
↳ camel case

Class 3 24. Jan. 2024  
Variables, Rules / declaration + Assignment  
(Primitive + Non Primitive)

1. Revision

Variable scope

\* Block scope variable

\* Global scope "

Comments in TS

• single line //

• multi line /\* \*/

Print / display in TS

Variable Rules

alert popup.

Ctrl + //

Coding

window.document.write("hello world");  
document.write("world");  
console.log("Hina");  
window.alert("hina");  
→ browser webview



## Variables + data types ①

console.log("Naresh");

Variables are containers for data

fullName = "Tony";

console.log(fullName);

age = 24;

price = 100;

radius = 14;

a = null;

y = undefined

isFollow = false

console.log(~~isFollow~~);

Variable Rules; isFollow

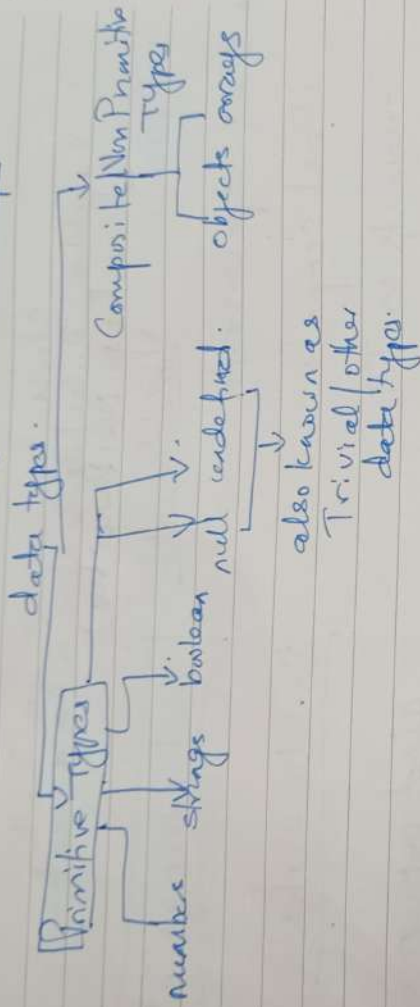
- Variable names are case sensitive, "a" + "A" is different
- only letters, digits, underscore and \$ is allowed.
- only a letter, underscore, or \$ should be first character.
- Reserved names cannot be variables.

Boolean  
(True or False)

Class 4 (Friday) - 26 Jan 2024

Operators in JS

Variables + data types in Javascript



Operators in JS

Arithmetic, Assignment, Comparison, Logical, Conditional

<body>

<h1> Variable rules

</h1>

<script src =

</body>

let item = {

name: "lipstick",

price: 250,

rating: 4,

available: true,

offer: 20,

}

console.log(item);

let arr = ["ma", "gg", "gghh"];



```

console.log (type of arr);
let a=4;
let b=6;
console.log ("a=b",ba);

```

Now:

```

function welcome ()
{
    document.write ("welcome");
}

function sum (a,b)
{
    let c = a+b;
    return c
}

```

~~function~~  
 + , a+b, "<br>"; //14.  
 - a-b, "<br>";  
 \* a\*b,

Arithmetic Operator    a+b, 4+5 <sup>5</sup> (operand),  
 Assignment "    <sub>operator</sub>

Comparison "

Logical "

Conditional "

Unary operators

addition, subtraction, %, ÷, %, increment, decrement

o/p

let a=9;

let b=5;

dw(a, "+", b, "=", a+b);

dw(a, "-", b, "=", a-b, "<br>");

dw(a, "\*\*", b, "=", a\*\*b, "<br>");

4+5=14

Operators in JS Class 4

Used to perform some operations on data.

# Arithmetic Op

1  
+ 1 \*

- Modules, exponentiation, Increment, decrement expression

expression  
a ⊕ b depends.  
operates



JS (class 5)

29 Jan 2024

Operators:

Comparison, Logical, Conditional.

$==$  (equal to)  $===$  (equal to + same datatype)  
 $!=$  (not equal to)  $!==$  (not equal to & datatype)

$>$

$>=$

$<$

$<=$

let a = 2; // number

let b = "2"; // string

a == b true

a === b false

JS (class 6)

31 Jan 2024

Marksheet assignment.

{ }

```

<script>
var name = prompt ("Enter your name");
    " roll = "
    " " " roll number
    " class
    " math =
        urdu
        class
        maths marks
        physics
        Chemi
        english

```

```

</script>
var obtained_marks = parseInt (math) + parseInt (urdu)
    + + parseInt (physics) + +
    document.write (
        name + " <br />"
        roll
        class
        obtained_marks + " <br />");

```

```

if (percentage >= 80) .
{
    document.write (" Your Grade is: A-1 ");
}
else if (percentage >= 70)
{
    document.write ( " A " );
}

```

>= 60      B  
 >= 50      C



```
const myNumber = number(13);  
console.log(myNumber);
```

### Class 6 Marksheet 31/Jan/2024

Let  $m_1, m_2, m_3, m_4, \text{sum}, \text{avg}$ .

$m_1 = 80$

$m_2 = 90$

98

98

$m_5 = 84$

$\text{sum} = m_1 + m_2 + \dots + m_5$

$\text{console.log}(\text{"total marks "}, \text{sum})$

$\text{avg} = \frac{\text{sum}}{5}$

$\text{cons. log}(\text{"average "}, \text{avg})$

if ( $\text{avg} \geq 90$ ) {  
     $\text{console.log}(\text{"Grade A"})$   
}

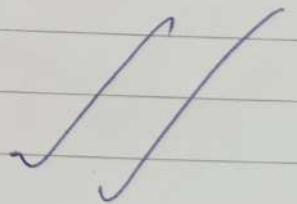
else if ( $\text{avg} \geq 80$ ) {  
     $\text{cons. log}(\text{"Grade B"})$   
}

else if ( $\text{avg} \geq 70$ ) {  
     $\text{cons. log}(\text{"Grade C"})$   
}

else if ( $\text{avg} \geq 60$ ) {  
     $\text{cons.}$

~~ed~~ }

else {  
     $\text{console.log}(\text{"Fail"})$   
}



## Revision (Class 7) String creation + manipulation:

Template literal - introduced with ES6.  
They give more flexible way to work with JS.

`\n` → next line  
`\t` → tab → 4 to 5 spaces.  
`//` → then single slash (✓) will be.

`let str = 'Hello';`      coding

`dw(str).`

`let str = 'Hello';`  
`let num = 5;`  
`dw('hello ${num}');`

o/p

`let str = "Hello! how are you?";`

19.

`let l = str.length;`

`dw(l);`

`dw(str[18]);` // ?



Now concat (Join 2 strings)

```
let str = "Hello! how are you?";
```

```
let str2 = "I am learning Javascript";
```

```
dw (str + str2);
```

o/p

hello! how are you? I am learning Javascript  
→ O.R.

```
dw (str % " " + str2)
```

```
let str =
```

```
let str2 =
```

```
let str3 = "world";
```

```
let newvar = str.concat(str2 + str3);  
dw (newvar);
```

Let str = "I am learning Javascript";

Now

str.trim() → To Remove space from start + end.

str.trimstart()

str.trimend()

str.toUpperCase()

str.toLowerCase()

str.replace("Javascript", "html") search word

& replace case sensitive.

str.includes("is") search word is / if not  
found return ~~1~~ false. (True or false).

dw(str.trim());

dw(str.replaceAll("learning", "reading"));



## JSS Seven class Class 7

2 Feb 2024

strings, loops

### String Manipulations

```
let str1 = "I am learning JS"; // double  
let str2 = 'I am ' ' ' ; // single  
let str3 = `I ` ` ` ; // template  
// adjacent literal (adjacent to one  
// Template  
key in keyboard)
```

## Switch, string, loop

### JSS Class 8

5 Feb 2024

```
let rollno = 56;  
let nam = "hira";  
dw(`my roll no is ${rollno} my name is ${nam}`);
```

O/P

my roll no is 56 my name is hira

### Loops

- To execute a piece of code again & again
- finite & infinite
- $\downarrow$  ending  $\downarrow$  not end

```
for (i=1; i<=50; i++)
{
  dw("Hua");
}
```

OR

```
dw(i, "<br>");
```

(JavaScript)

prockor2.html → name Navarone 20 Times  
→ 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

assignment Switch.js (Table)

```
<script>
```

```
let table = prompt("Enter Table No.");
```

```
for (let i=1; i<=10; i++)
```

```
{
  dw (table + "x" + i + " = " + table * i + "<br>");
}
```

```
</script>
```

loops:

```
for (let i=0; i<10; i++) {
  cl("Name");
}
```



Class 9 → 10 Feb 2024

Loop + Array

Let arr = [34, "Sadra", "Jara"];

for (let i = 20; i >= 1; i--)

{  
 doc("<br>", i);  
}

20  
19  
18  
1

arr.unshift("css"); add item in start

push("html"); item insert in end.

shift() <sup>remove</sup> add item in start  
from

Remove 3<sup>rd</sup> item & add 2 item in its place.

pop() remove item from end

add any item in last of array

remove item from end.

for (arr.length);

`book.indexOf("lndel")` // to find any words position in array.  
`book.slice (start ind, end ind);` // don't change in original array  
// return a slice piece of array.  
• `book.splice (start index, del count, next);`  
// add, remove & replace.

eg.

Let `arr = [1, 2, 3, 4, 5, 6, 7];`

`arr.splice (2, 2, 55, 56);`

`arr.splice (3, 0, 44);`

`arr.splice (2, 3);` // don't add only delete items  
2 index  $\neq$  3 items delete.



Class 10 12 Feb 2024  
Method + loop / for in / while / do while loop.

Let array = [2, 3, 56, "hena", 78, 65, 23, 89];

// dw (array.length);

dw(array.<sup>slice</sup>~~splice~~(1, 6));

~~dw(slice(3));~~

O/P

3, 56, hena, 78, 65

dw(array.splice(2, 2, 4));

Object

store multiple value.

const student = {  
 name: "hena",  
 rollno: 36,  
 class:

for of / for in loop

print odd no of this array = [ ] by  
using for loop.

(1)

## Class 11 (functions)

14 Feb 2024

dw ("hena", toUpperCase());

OR

```
function abc() {  
  dw("hena");  
  dw(" ");  
  dw(" ");  
  dw(" ");  
  dw(" ");  
}
```

~~func~~ abc();

o/p

hena hena hena hena hena

We can call function  
in html

<body>

<button onclick =

"abc()"> click me  
</button>



Class 11

```
abc();  
function abc() {  
    dw("hina" + "b");  
    dw  
    dw  
    dw  
    dw  
}  
abc();
```

o/p

hina hina hina hina ..... hina  
(10 times)

JS function is block of code designed to perform particular task. It is executed when "something" invokes (call)

Function define

```
function fname()  
{  
    // block of codes  
}
```

Function invoke (call)

fname();



(3)

Class 11

14 Feb 2024

function definition

```
function frame(p1, p2)
{
    dw (p1 + p2);
}
function sum(p1 + p2)
{
    ans = p1 + p2;
    return ans;
}
```

Function call  
frame (arg1, arg2)

or  
frame (2, 3)

```
let ans = sum(2, 3);
cl (ans);
```

(eg)

```
abc(5, 7);
function abc(p1, p2) {
    dw (p1 * p2);
} // 35
```

OR

Now if you don't want to print  
but return it.



4

eg

```
let a = 6;
```

```
let b = 8;
```

```
// call
```

```
let ans = mult(a, b);
```

```
function mult(p1, p2) {
```

```
let ans = p1 * p2;
```

```
return ans;
```

```
}
```

```
dw(ans);
```

↳ function define

A

Also we can declare several times

```
// function define
```

```
function mult(p1, p2) {
```

```
let ans = p1 * p2;
```

```
return ans;
```

```
}
```

```
let a = 6;
```

```
let b = 8;
```

```
// call
```

```
let ans = mult(a, b);
```

```
dw(ans);
```

```
let abc = mult(a, b);
```

```
dw(ans);
```

```
}
```

O/P

4848



5

Repeat A

```
let abc = mult(7, 4);  
dw(abc);
```

o/p  
4828

## Arrow Function (ES6)

```
const frame() => {  
  block  
  of  
  code  
}
```

frame

```
const mult = (p1, p2) => {  
  let ans = p1 * p2;  
  return ans;  
}
```

```
let a = 9;  
let b = 8;  
let ans = mult(a, b);  
dw(ans);
```

72



Class 12

17 Feb 2024.

## I: Practice Questions

vowels ① let string = ".....";

② Vowe(<sup>string</sup> abjei~~fo~~u);  
function vowe(str)

{  
let i = 0; // i used for counting vowels  
for (let char of str)

{  
if (char === 'a' || char === 'e' || char === 'i'  
|| char === 'o' || char === 'u')

{  
dw(char, "<br>");  
i++;

}

dw(i);

}

for of loop  
one by one  
- b e l l

O/P

|   |   |
|---|---|
| a | a |
| e | e |
| i | i |
| o | o |
| u | u |

6.

## II: Table

function table(num)

{

for (let i = 1; i <= 10; i++)

{ dw(`\${num} x \${i} = \${num \* i}`);  
dw("<br>");

prompt("Enter table no.");

~~table(6)~~ table(table no);

~~prompt~~  
let table no = prompt  
table no



### III :- object

```
const student = {  
  name: 'Hina',  
  rollno: 41,  
  class: 7,  
  isPass: true,  
}
```

```
for (let key in student)
```

```
{  
  "<br>"  
  dw (key);  
}
```

↓ dw (key, ":b", student[key], "<br>");

### IV :- Array:

```
let cit = ["K", "L", "P", "Q", "S", "GB"]  
dw (cit.length);
```

```
for (let value of cit)
```

```
{  
  dw (value, "<br>");  
}
```

off

|    |
|----|
| 7  |
| L  |
| P  |
| Q  |
| S  |
| GB |
| K  |



V  
dw(cit.pop(), "<br>");

~~dw(cit);~~

dw(cit, "<br>");

dw(cit.shift(), "<br>");

dw(cit, "<br>");

X ————— X