

JavaScript - class 1

Javascript Basics :-

↳ logic and Functionality.

What is JavaScript?

→ Light weight programming language & Scripting language use to implement the Behaviour of the website

History

Netscape navigator Founded Javascript (1994)
Firstly it was called Mocha, Then LiveScript
then JavaScript

What can we do with JS :-

- We can create web app / mobile app / network apps
- CLI tools
- Games

Client Side Scripting language executes on web browser.

The JS Engine (environment help to run JS code) in Chrome is called V8
Firefox → Spider Monkey

DON'T GO
IN DEPTH
:)

Server side,
To run JavaScript outside the Browser
a C++ program added with JS
and NODE is invented (by Ryan Dahl)

To run JavaScript

Client side



Browser

Server side



NODE

Q) what is Server?

→ A computer which gives back data to Client's Computer when Client Searches Something.

→ To Run in Browser :-

→ 'Inspect' in browser & go to 'Console'
& then you can code ;)

→ To Run in IDE :- (Code editor)

- 1) VS code → Install
- 2) Node.js → Install

Adding JS in Code

use <Script> tag in HTML document.

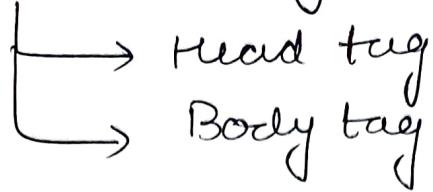
ex:- <Script> → to print or log.

console.log ("Namaste Duniya");

</Script>

↑
used for
client side
Scripting

✓ We can add Script tag Inside



(a) Best practice?

→ Best practice is to add in Body tag below of all the HTML codes. add Script in last of Body tag.

Why?

→ It will create Bug if added above in the body tag or in Head tag, First script will run & can't able to parse that will cause error or Delay in execution.

✓ Comment in Javascript using forward slashes (//)

→ No significance in execution.

External JS

Due to Separation of concern, we will use external file for Javascript.

we create javascript file we use extension  .js

Linking

```
<Script src = "index.js"> </Script>
```

To run js file using NODE :-

→ 1) VS code → view (top bar)

2) Open terminal.

3) then make sure you are inside your working folder.

4) Command → node index.js.

Imp

Variables

named memory location is called Variable

✓ Creating variable in JS :- (var, let & const)

As it is dynamic typed language we no need to tell which data type to use, it automatically detects from the value.

Ex:- let a = 5 (~~int~~) (number)

let name = "Turwah" (String)

let status = true; (boolean)

let b = 12.5 (Float)



Variable
name

Let
keyword

Var keyword

Var a = 12,

var name = "Turwah",

let v/s var

Block

✓ difference is of Scope
global

→ let is a block scope variable

{

let a = 5; (only be used
inside this block)

}

e.g. if (true)

{

let a = 5

}

console.log(a); (error)

Now

→ var is a global scope variable
(anywhere in the code document)

→ let → redeclaration not allowed

→ var → redeclaration is allowed.

const
variable

→ Fixed value of Variable
Can't be changed

const a = 5

a = 6 (mutation not
allowed)

No redeclaration

Variable Naming

Rules

- ↳ cannot be a reserved keyword (let if X)
- ↳ meaningful
- ↳ cannot start with number (1bX)
- ↳ no space use '-'
- ↳ camelCase (firstName)

Primitive Types → defined data types

- String → ("Turwash")
- Number → (1, 2, 3, 4, 1.23, 5.64)
- Boolean → true or false.
- Undefined → (let a;) not defined
- null → empty variable (defined empty)

Dynamic typing.

↳ changing datatype in JS

let a = 5;

a = 'Turwash';

console.log(a);

↳ Turwash
printed

Reference Types (datatypes)

- (1) Objects (multiple variables linked)
- (2) Arrays (list of similar items (js))
- (3) Functions

① Object :- (top level entity for multiple linked variables)

✓ let person = {

 firstName = 'Turwah',
 age = 24

 → properties

};

To Access :-

 dot Notation (person.age)

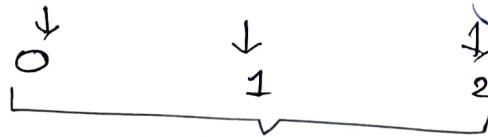
 Bracket Notation (person['age'])

② Arrays :-

 → used to contain a list of items

✓ let names = ['lone', 'rahul', 'Sangram'],

To Access :-



names[1] → rahul

names[0] → lone

names[3] ?

names[3] = 'ramesh'; // value added

names[1] = 2; // updation overwriting

ECMA

ECMA is a standard of JavaScript
ECMA is an organisation which every year add updates
in ES6 → launched in 2015

Operators

(power)

- (1) Arithmetic (+, -, *, /, %, **)
- (2) Assignment (=, +=, -=, *=, /=, *=)
- (3) Comparison (>, <, >=, <=, ==, !=)
- (4) Ternary (condition) (condn ? val1 : val2)
- (5) Bitwise Logical (AND, OR, NOT)
- (6) Bitwise (Bitwise AND, Bitwise OR)

~~✓ pre/post → increment/decrement Operators~~

$++x ;$ → pre-increment

Firstly increment the value
Second, use the value

e.g.: let x = 10

console.log (++x);

↓
11

e.g.:
let a = 6 $x ++$ → post increment Operator
console.log (a++)

↓
⑥ first use the value
Second increment the value

Assignment

$$\checkmark x = x + 5$$

also $x + = 5$

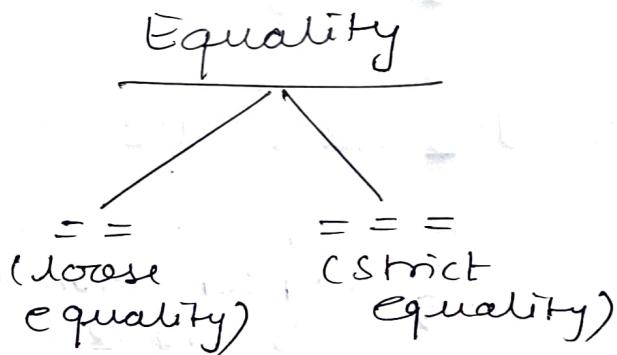
$$\checkmark x = x * 3$$

also $x * = 3$

Comparison

→ answer will always be in
True or False.

$= = =$ (strict equality) $!=$ (not equal)



$= = v/s = = =$

$= = \rightarrow$ loose equality, value is same or ^{near} near

let num = 1

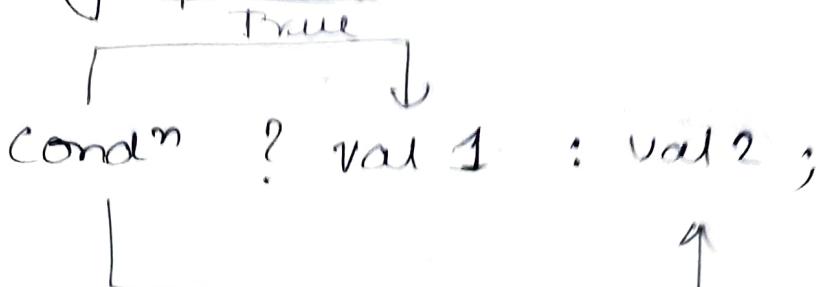
let str = '1' $= =$ gives true;

$= = = \rightarrow$ strict equality, value + data is same or near

let num = 1

let str = '1' $= = =$ gives false;

Ternary Operator :-



ex:-

age = 27

let status = (age >= 18) ? 'vote' : 'can't';

Logical operator

(And)

(condⁿ1 && condⁿ2 && condⁿ3)

{ }

if any condition is False
the entire False

All conditions have to be true

(OR)

(condⁿ1 || condⁿ2 || condⁿ3)

{ }

any condition is true

then True

all False then only
False.

(NOT)
!

True → False

False → True

With Non Booleans (Logical Operator)

$(\text{true} \text{ || } \text{false}) \rightarrow \text{true}$

$(\text{true} \text{ || } \text{true}) \rightarrow \text{true}$

$(\text{false} \text{ || } \text{false}) \rightarrow \text{false}$

Now,

$(\text{false} \text{ || } \text{'Love'}) \rightarrow \text{Love}$

$(\text{true} \text{ || } 1 \text{ || } 5) \rightarrow 1$

(Concept of Falsy & Truthy)

Falsy

↓
undefined
null
0
false

NaN

Truthy

↓
anything that is
not Falsy

↓
truthy ✓

$(\text{false} \text{ || } \text{'Love'})$

* Short Circuiting Concept in OR

$(\text{false} \text{ || } 1 \text{ || } 5)$

↓

Finds truthy
then stop
execution
and
prints ①

Bitwise Operator

Bits → 0 (False)
→ 1 (true)

Bitwise AND → &

Bitwise OR → |

&

A	B	O/P
0	0	0
0	1	0
1	0	0
1	1	1

|

A	B	O/P
0	0	0
0	1	1
1	0	1
1	1	1

Operator precedence

let $c = a + b * d / c;$

which operator first?

[use brackets to resolve problem of precedence.]

let $c = (a + ((b * d) / c))$

Control Statements :-

- 1) if - else } two ways.
- 2) Switch

① if - else :- (if - elseif - else)

single { if (condition) {

— —

} else if (condition) {

can be multiple { — —

Single { else {
} — —

② Switch - case :-

logic { input 1 → A
 2 → B
 3 → C

Syntax Switch Case :-

Switch (expression) {

Case 1 : —
break;

Case 2 : —
break;

;

default : —

}

(break)

After executing
the case

breaks the
Control Statement
& will not
execute further

Loops :- (Repetition of task)

- 1) For loop
- 2) while loop
- 3) Do-while loop
- 4) What is an infinite loop?
- 5) for-in loop
- 6) For-of loop

① For loop

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

↑ ↑ ↑
initialisation condition updation

{
 console.log(i);
}

0 1 2 3 4

2) while loop

 Initialization
 let $i = 0;$
 while (condition)
 {
 -- --
 }
 $i++;$ update.

3) Do - while loop :-

 let $i = 0$
 do
 {
 -- --
 }
 $i++;$
 }
 while ($i < 10$);

This executes atleast one Time
condition is True or Not if executes
one Time atleast.

JavaScript - Class 2

Javascript Basics-2 :-

Multiple linked variable in single entity is
'OBJECT'

Let $a = \{\}$; \emptyset empty object

Object has a key : value pairs

Const rectangle = 2

length: 1,

Breadth: 2

↳ ↑ ↗
key value

- Operators to access properties of object

Ex:

Let rectangle = 8

properties < length : 2,
breadth : 4, rectangle.draw()
(to access)

draw : function () {

function console.log("function Draw")

b

draw: function can also be
written as draw()

Function for object Creation

- + factory function
 - + construction function
- } two types of creation.

Factory Function

1) Function createRectangle () {

(place your object code here)

} return rectangle; ← write return at last by writing object name.

OR

2) Function createRectangle () {

 return rectangle = \$ ← Fixed Values
 }; = = ← write return here

Calling Factory Function :-

```
[ let name = createRectangle(); ]  
    ↓               ↑  
Object          returns object  
Stored here
```

console.log(name);



to show the function which prints object.

Input parameters for Function parameter

function createRectangle (length, breadth) {
 return rectangle = {
 length,
 breadth,
 draw() {
 ceg ("draw");
 }
 }
}

let rectangleObj1 = createRectangle (5, 4)

↗ ↗
 value length
 can ↗
 change breadth.
 here!

② Constructor Function

↳ we follow pascal Notation. ✓

camel → numberOfStudents

✓ pascal → FirstWordOfWordAlwaysCapital

function Rectangle() {

 this.length = 2;

 this.breadth = 3;

 this.draw = function() {

 alg("draw")

}

}

* constructor function

- defines the properties of methods
- does not return

new → keyword that returns empty object.

let rectangleObj = new Rectangle();

←

we can also give parameters here to change value.

function Rectangle (len, bre) {

 this.length = len;

 this.breadth = bre;

}

}

↓

let rectangleObj = newRectangle(5, 6)

The diagram illustrates the components of a variable assignment. On the left, the variable name 'a' is shown above a blue oval labeled 'object'. To its right, a blue oval labeled 'method' contains the code 'draw()'. Two arrows point from the word 'object' to the oval and from the word 'method' to the oval, indicating their respective meanings.

```
draws ()  
{  
    this is 'or' so a length  
    will be printed.  
      
    ceg (this.length)  
}
```

Dynamic Nature of object

↳ we can add, or remove
property of object.

To add let a = 5;

```
rectangleObj.color = "yellow";
```

This will
add
color
property
in
rectangle
object.

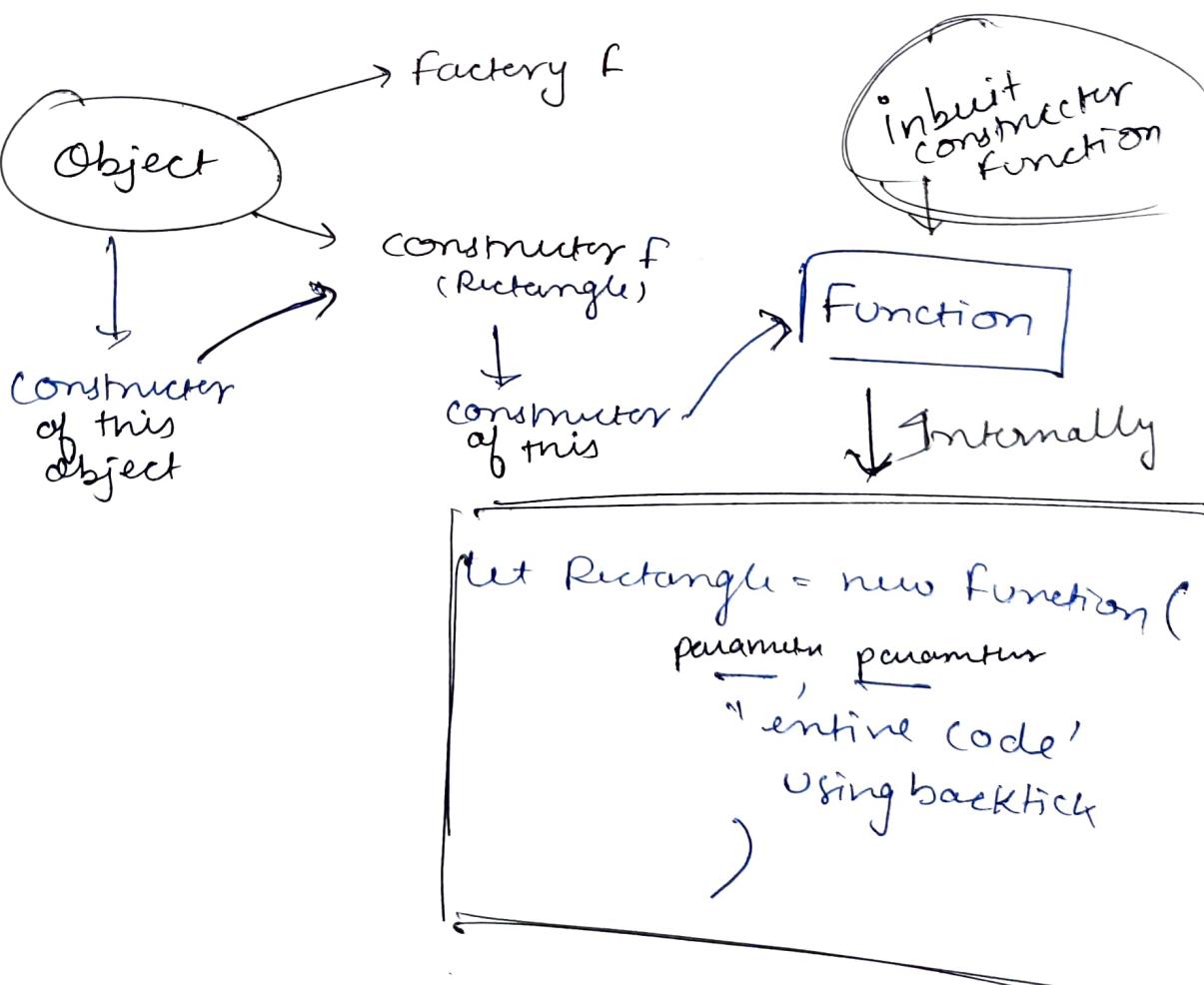
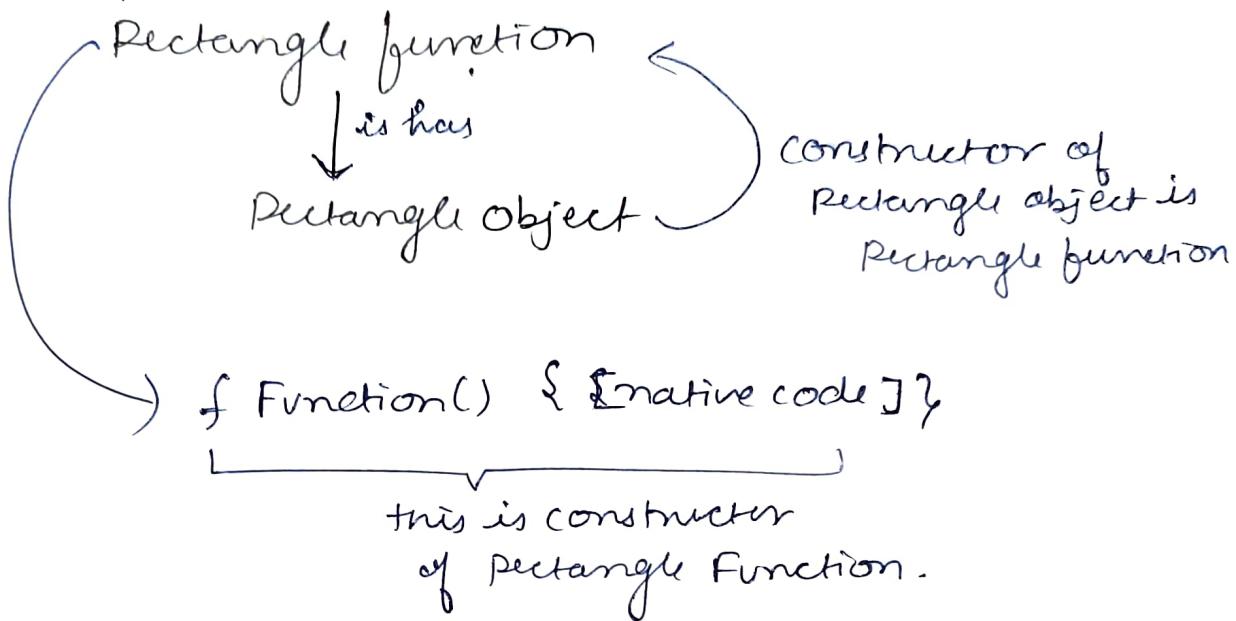
To someone

delete rectangleObj.color;

CONSTRUCTOR

Function is also an object

all object has a constructor



✓ Functions are Objects

as it have
properties & entity ✓

Difference primitive type & Reference type:

primitive

let a = 10 → a [10]
let b = a → b [10]

a++;

→ print(a) → 11

→ print(b) → 10

here copy
is created ✓

Reference

let a = { value: 10 };

let b = a;

a.value++

console.log(a); → 11

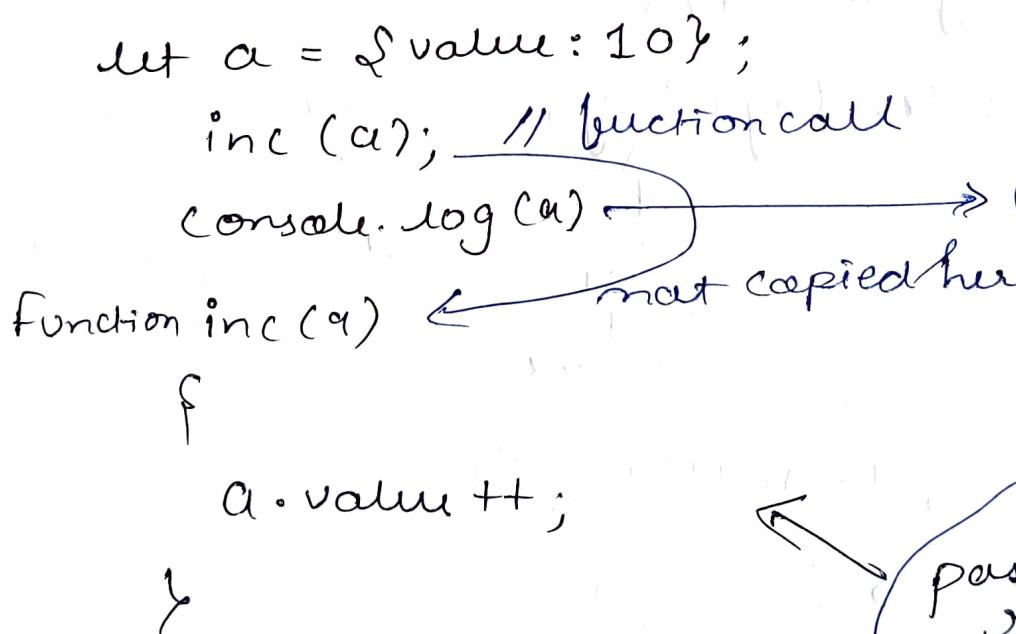
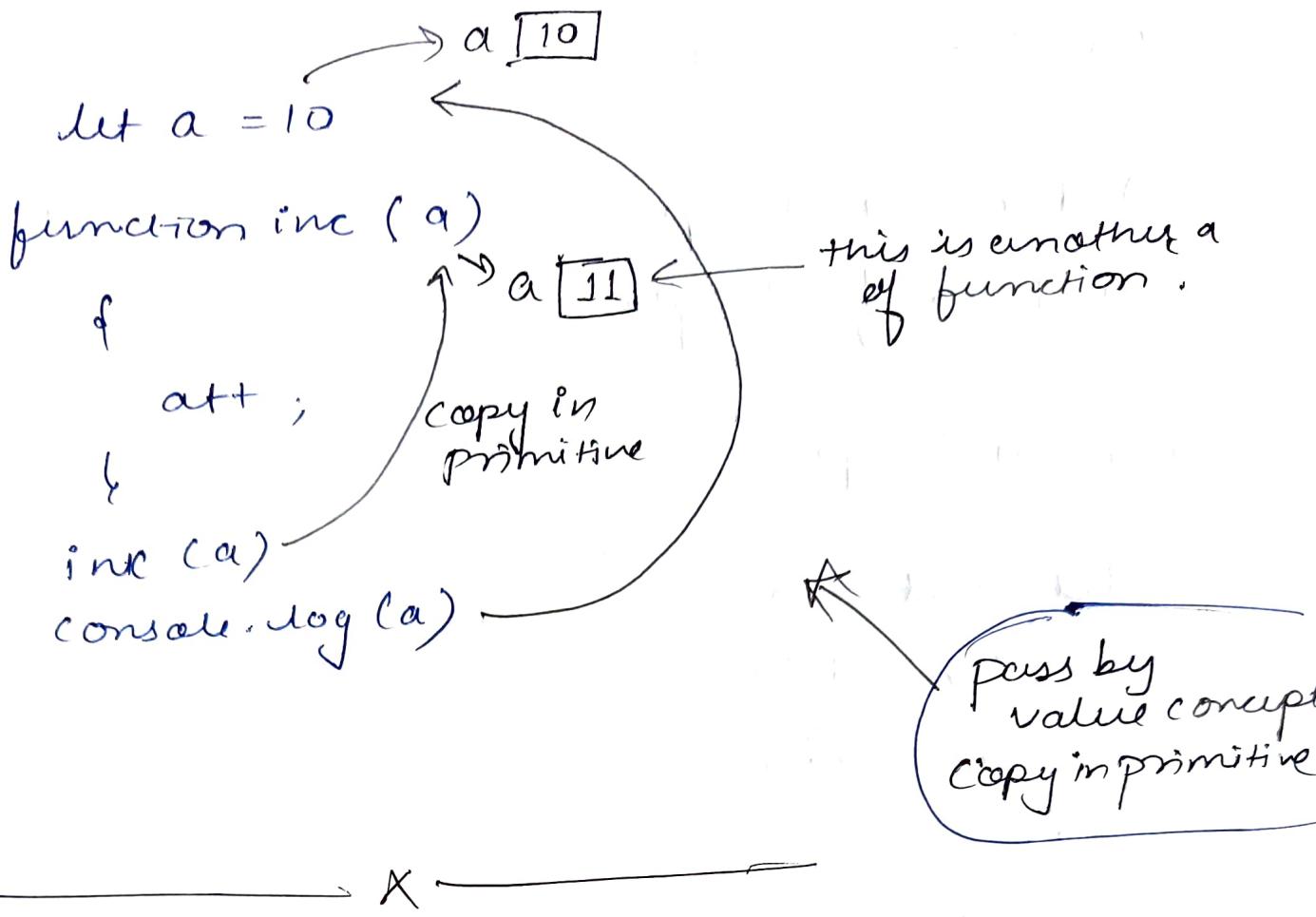
console.log(b); → 11

In objects, address is passed

so, both will represent the memory location.

NOTE :- primitives are copied by their value

references are copied by their address.



pass by reference
in same address

Iterating through Objects

- 1) For-in loop
- 2) For-of loop

For-in loop

```
let rect = {
```

```
    length: 2,
```

```
    breadth: 4,
```

```
};
```

```
for (let key in rect) {
```

```
    console.log(key, rectangle[key])
```

↑
to access
key name

↑
to access value
of key

```
}
```

For of

→ doesn't work in object

→ iterables

→ Arrays
maps.

For of in Object :- (HACK)

→ gives key name

```
for (let key of object.keys(rect)) {
```

```
    console.log(key)
```

```
}
```

use
Object.entries(rect)
for values too

We can use if else to know the property is present or not-

```
if ('length' in rect) {  
    console.log ("Yes")
```

```
}  
else {  
    console.log ("No")
```

```
}
```

→ X →

Object Cloning (Same to same one more)

+ iteration
+ Assign
+ Spread } rules.

1) Iteration.

```
for (let key in Rectangle)
```

```
{
```

```
    console.log (key, Rectangle [key]);
```

```
}
```

```
let obj2 = {};
```

↑ we will copy all key & value of Rectangle in Obj2 one by one. At first it will be empty.

Cloned

```
for (let key in src)
```

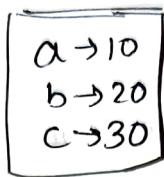
```
{
```

```
    dst [key] = src [key];
```

```
}
```

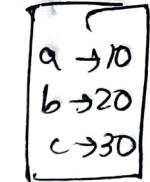
② Assign For cloning

```
let dest = object.assign (dest, src);
```



dest

empty obj



cloned

this has

③ Spread For cloning.

```
let dest = { ...src };
```

cloned

Garbage Collection :-

Find all variables / constants which are not in use and automatically deallocate their value

done by
(Garbage collector)

↑
tool in JS

- ✓ we have no control over Garbage Collector, runs in background itself.

JavaScript - Class - 3

Basics - 3 (Inbuilt Objects & Arrays)

① Math Object :-

↳ In built object
for mathematical functions.

→ Math.random()
↳ generates Random no. b/w 0 & 1

→ Math.max(2,1,4,3)
↳ for maximum no.

→ Math.round(1.8)
↳ round of 1.8 i.e 2

→ Math.abs(-2)
↳ absolute, returns positive for positive
and negative for negative.
here, 2 will be returned.

② String Object :-

There are two types of strings in JS

String → primitive.

↳ let name = 'Tuwash';

String constructor
function.

String → object

↳ let name = new String('name');

typeof(name) → object

We can convert primitive String to object using • notation.

name.length, name.includes('Tu'),
name.startsWith('Tu'), name.endsWith('ash'),
(name.toUpperCase()), name.toLowerCase();
name.trim(), name.replace('Tu', 'Pu');
and multiple other functions

To Split :-

```
let message = 'This is my message';
let word = message.split(" ");
console.log(word);
```

③ Template Literal

to use single ' in String.

1' → slash is used
these are the notations

like

for newline \n

But another alternative without
using \ slashes
we use

Template Literal

↳ BackTick is used.

let msg = `This is
my ' message';
↓
Same will be the
output.

also we can add variable, in backtick using \$

```
let msg = `This  
is my message.  
Hello ${name};`;
```



In a Same order

& name = 'Turwah'
will be printed.

④ Date and Time :-

Date :-

~~let date = new Date();~~

(1) let date = new Date();
 csg(date);

↑
current date & Time

(2) let date2 = new Date('June 20 1998 07:15');
 csg(date2);

(3) let date3 = new Date(1998, 6, 20, 7);
 ↑ ↑ ↑ ↑
 year month date Time
 including Starts from
 from 0 from 1 from 0
 6 is july

also
change year,
↓

date3.setFullYear(1947)
csg(date3);

Function / method (getter / Setter)

When we use Function / method to

Set value → Setter

Receive value → getter

Arrays :-

(Object / Reference type
collection of all types
of items)

- Adding new Elements
- Finding Elements
- Removing Elements
- Splitting Elements
- Combining Elements.

1) Creation :-

let number = [1, 3, 5, 7, 'Tumash']
↓ ↓ ↓ ↓ ↓ → indexes

2) Adding / pushing new Element :-

we can access array using indexes

number [0] → 1 (value in index 0)

Insert :-

+ End
+ Beginning
+ middle

let number = [1, 4, 5, 7]

(i) (End) → [1, 4, 5, 7, 9]

→ number.push(9)

(ii) (Beginning) → [8, 1, 4, 5, 7]

→ number.unshift(8)

(iii) (Middle) →

→ Number.splice(2, 0, 'a', 'b', 'c')

index deletion adding

3) Find out Number (Searching Element)
number.indexOf(2);

→ if we want to check if a number exist in an array.

if (numbers.indexOf(10)! = -1)

console.log('present')

↗ Net Right way.

Good practice

console.log(number.includes(7));

↳ true / false (returns)

Adv

numbers.indexOf(4, 2);

↑ ↑
Search Index to
 4 start

→ -1 any

-1 is answer when you write index which is not present

* We have done these on primitive
Now on
Reference

let courses = [

{ no: 1, name: 'Love', },

{ no: 2, name: 'Babbar' }

]

↗ Array of
object is
created

clg(courses);

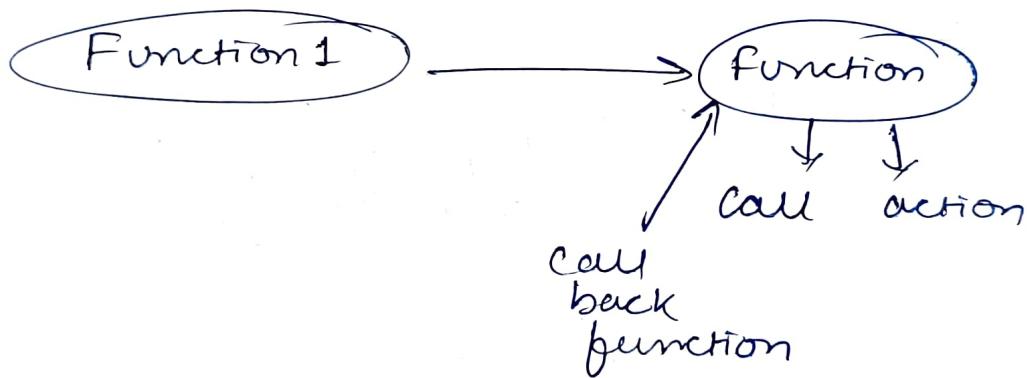
For reference we can't find using
indexOf & includes
because searching in reference is
not same as primitive.

For primitive it search by value

for Reference it Search by Address.

We use Callback functions, here,

↓
Function passed into another
function as an argument,
which is then invoked inside the outer function
to complete action.



Let c = Course.Find(Function (course) {
 return course.name == 'Love'
}
c dg (c);

Syntax :-

arrayName.find(

predicate
function
i.e
) condition to
find
object

Predicate
Object → function (course)
{ return course.name == 'Love'

Arrow Function (more concise)

✓ let course = course.find(course =>
course.name == 'Love');

we remove {
} return

only when we
have 1 value
single value.

no input parameter then
arrow function
() =>

④ Removing Element :- [1, 2, 3, 4]

+ end → pop()

+ Beginning → shift()

+ middle → splice (3, 1)

↑
Index

no.
of element
you
want to
delete

⑤ Emptying an Array :-

numbers = [1, 2, 3, 4, 5]

① numbers = [] → empty. automatically removed by garbage collector then,

↑
it's not
deleted still it's
stored

For deleting.

2) `numbers.length = 0`

) this is what we do. to make array empty.

also

3) `number.splice(0, number.length)`

↑ ↑
Index no. of element you want to delete

4) also,

`while (numbers.length > 0)`

`numbers.pop()`

Using loop.

6) Combining & Slicing Arrays :-

`let first = [1, 2, 3];`

`let Second = [4, 5, 6];`

using `concat()` → method.

`let combined = first.concat(second);`

Combine

Slicing,
using slice() method

$[1, 2, \boxed{3, 4}, 5, 6]$

↓
slice this

slice ($\underline{\quad}$ $\underline{\quad}$)
Start index end index

(x, y)
range
where x is included
 y is excluded.

$[1, 2, 3, 4, 5, 6]$

0 1 ② 3 4 5
↓
Include ↓
 Exclude

Slice (2, 4) to get $(3, 4)$

↓
Slice

* if we give one parameter

slice(2)

↳ then from 2nd index
all removed.

* if slice()

↳ copy of original array
called as Full slicing.

* Spread Operator

let first = [1, 2, 3]

let second = [4, 5, 6]

let combined = [...first, ...second]

also to add

let combined = [...first, 'a', ...second, 'b']

to copy

let another = [...combined]

* Iterating an Array =

loop

→ **for of** loop is on
iterable

→ **foreach** → also

let arry = [1, 2, 3, 4]

for of [for (let value of arry) {
 clg (value)
}

for Each [arry.forEach (function (number) {
 clg (number)
}); (Do change this
to array
Function)

* Joining Arrays

num = [1, 2, 3]

to join them
like (1, 2, 3)

using join() method.

num = [1, 2, 3, 4]

const joined = num.join()

clg (joined)

1, 2, 3, 4

Split() method

Creates an array.

let msg = "This is my message";

let parts = msg.split(" ")

clg (parts)

['This', 'is', 'my', 'message']

let/joined = parts.join()

clg (joined)

* Sorting Arrays

by using sort() method

Sort is to arrange in increasing or decreasing order

by default ascending order.

```
let num = [ 10, 50, 20, 60, 30 ]
```

```
num.sort()
```

eg (num)

↳ [10, 20, 30, 50, 60]

also reverse using

```
num.reverse()
```

[60, 50, 30, 20, 10]

→ We can't do sort() in object like this we have to add predicate function.

* Filtering Arrays :-

↳ using filter();

number.filter()

callback function.

For +ve

```
let num = [ 1, 2, -3, -4 ]
```

```
let filtered = num.filter(function (value) {  
    return value >= 0  
})
```

clg (filtered)

↳ [1, 2]
Output -

* Mapping Arrays → map each element
of array to something else.
↳ map() method
Same like $ASCII$

let numbers = [7, 8, 9, 10];

a ↗ 97
b ↗ 98
Same ↗

numbers.map(function (value) {

 return 'Student_no' + value;

}) ↓

['Student_no 7', 'Student_no 8' ...
 ...]

mapping with objects

let num = [1, 2, -3, -5]

let filtered = num.filter(value => value >= 0)
cug (filtered)

let item = filtered.map(function (num) {

 let obj = { value: num };
 return obj;

})

cug (item)



[{ value: 1 }, { value: 2 }]

JavaScript - Class 4

Basics - 4

Functions :-

↳ a block of code that fulfills a specific task.

Syntax :- keyword Functionname

1) function printCounting() {
 console.log ("Counting") }
 } Fnc.
 body

* Why Functions ?

↳ Reusability
to reduce Bulky codes
Remove / Reduce Bugs

Function Declaration :-

① function run() {
 console.log("running")
}

✓ Hoisting in JavaScript is concept where,
Process of moving function declaration to
the top of file done by JS Engine.

↳ by the help of this we can call
function anywhere.

only works for Function Declaration.

② Function Assignment

↳ giving variable to a function.
(Assigning)

```
let Stand = function walk() {  
    console.log("Walking");  
}
```

To call → Stand(). Not walk();

Hoisting Doesn't work here

↳ only for function declaration.

③ Anonymous

↳ Name of function not present

```
let Jump = function () {
```

```
    console.log("walking")
```

}

Call → Jump();

Function Assignment

Named

```
let a = function name() {
```

}

Anonymous

```
let a = function () {
```

}

Dynamic Function :-

```
function sum (a, b) {  
    return a + b;  
}
```

- 1) `cug (sum (1));` // will give NaN (undefined for b)
- 2) `cug (sum ());` // will give NaN (undefined for a & b)
- 3) `cug (sum (1, 2, 3, 4, 5))` // only 1 & 2 will be taken rest will be waste
ans - ③
Stored in Argument Object in JS.

Special Object → Arguments
(for multiple passing
of argument)

let sum (a, b) {

 let total = 0

 for (let value of arguments)

 total = total + value;

 return total;

}

let ans = sum (1, 2, 3, 4, 5)

console.log (ans)

← we can
increase this
to get new
value.

Rest Operator:- ...

↳ we can handle multiple
parameters in function using
Rest operator.

This will create Array.

function sum (...args) {

 crg (...args)

}

sum (1, 2, 3, 4, 5, 6);

↳ [1, 2, 3, 4, 5, 6]

will be stored in array.

2) Function sum(num, value, ...args) {

 ...
 c lg (...args);

}

sum(1, 2, 3, 4, 5, 6);

↑
Stored
in num

↑
Stored
in value

↓

rest operator
stored in
arguments (...args)

It is a last
parameter
after this
NO parameters
is allowed.

X (...args, num) ←

← Not allowed X

Default parameters :-

function interest(p, r=10, y=2) {

 default default

 ↓ ↓

 all rest have to be

 default

 return p*r*y/100;

}

 c lg (interest(1000, 5));

 Y will give 100 taking
 y = 2 default.

if user gives input then input will be taken
if not default will be taken.

```
let person = {  
    fname : 'Turwah',  
    lname : 'Chakraborty',  
};
```

```
function fullname() {
```

```
    return `${person.fname} ${person.lname}`;
```

```
}
```

```
cug (fullname());
```

↑
This is only
read only function.

to manipulate.

Getter, Setter :-

```
let person = {
```

```
    fname : 'Lone',  
    lname : 'Bebben',
```

```
get 'fullName' () {
```

```
    return `${person.fname} ${person.lname}`;
```

```
}
```

```
set fullName (value) {
```

```
    let parts = value.split(' ');
```

```
    this.fname = parts[0];
```

```
    this.lName = parts[1];
```

```
};
```

```
}
```

To call :-

```
cug (person.fullName);
```

↑ getter

```
person.fullName = 'Rahul Kumar';
```

```
cug (person.fullName); ← setter.
```

ERROR HANDLING



using Try & Catch block.

Try {

code, if error goes to catch

}

Catch (e) {

// custom error message.

}

let person1 = {

fName: 'Love',

lName: 'Babbar',

get fullname() {

return `\${person1.fName} \${person1.lName}`;

 \$ \${person1.lName};

,

• Set fullName (value) {

error handling } if typeof value !== String) {

 throw new Error ("Not a string");

 let parts = value.split (' '),

 this.fName = parts [0],

 this.lName = parts [1]; } }

try {

person1.FullName

= true;

} catch (e) {

 alert (e);

}

Scope:-

↳ lifetime or lifespan of variable
is scope

$\{$
 let $a = 5;$ $\}$ block scope
 $\}$
 $\text{csg}(a); \rightarrow \text{error}$

// Sorting:-

let $a = [10, 30, 50, 60, 20, 80]$

a. Sort (function (a, b) if

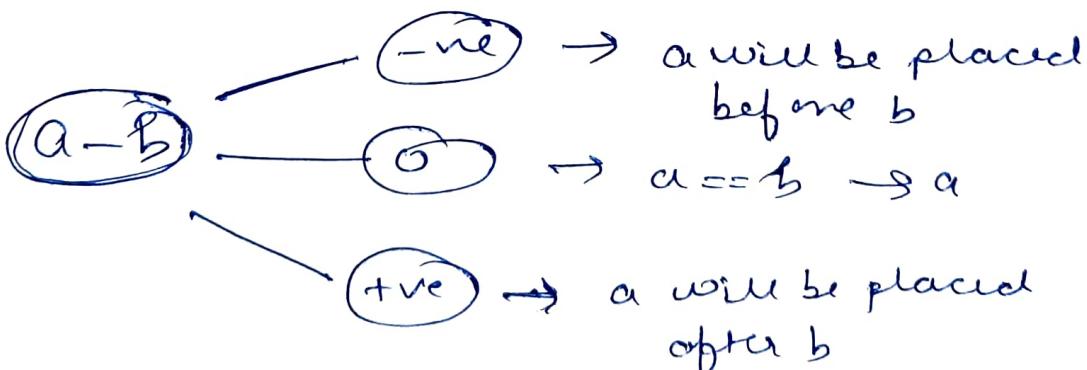
return $a - b;$

$\});$

For ascending

$\text{csg}(a);$

$b - a$ For
descending.



// Reducing an Array :-

using reduce method.

```
let arr = [1, 2, 3, 4];
```

```
let total = 0;
```

```
for (let value in arr)
```

```
    total = total + value;
```

```
    console.log(total);
```

// to reduce we write call back function using 2 parameters

accumulator
(total)

currentValue
(loop)

```
let totalSum = arr.reduce((accumulator,  
    currentValue) => accumulator +  
    currentValue, 0);
```

accumulator initialized to 0

```
console.log(totalSum); → ⑩
```

Working:- [1, 2, 3, 4]

accumulator = 0

current value = 1

accumulator = 0 + 1
= 1

current = 2

accumulator = 1 + 2
= 3

current = 3

accumulator = 3 + 3

current = 4

accumulator = 3 + 4

= 10