Day 2 – Activities and their Answers

1. For the given JSON iterate over all for loops (for, for in, for of, forEach).

Ans:

Refer the attached html, Js file for VS code.

1. Create your own resume data in JSON format.

Ans:

|  |
| --- |
| let resume={  "Basics": {  "name": "Dineshraj.P",  "email": "dineshrajmech01@gmail.com",  "phone": "+916374913245",  "degree": "B.E-Mech",  "address": "No.12G,Rayan kuttai street",  "postalCode": "631502",  "city": "Kanchipuram",  "State": "TamilNadu"  },        "Education":  {  "School": "Bharadhisan Matriculation Higher Secondary School",  "College": "Sri Venkateswara college of Engineering",  "gpa": "7.613",  "courses": "Mechanical Enginnering"  }      }  console.log(resume.Basics); |

For testing the above code I have attached a text file to test it in guvi/IDE.

1. Read about the difference between window, screen and document in javascript.

Ans:

Window:

* The Window interface represents a window containing a DOM document; the document property points to the DOM document loaded in that window.
* A window for a given document can be obtained using the ‘document.defaultView’ property.
* A global variable, window, representing the window in which the script is running, is exposed to JavaScript code.
* The Window interface is home to a variety of functions, namespaces, objects, and constructors which are not necessarily directly associated with the concept of a user interface window.
* In a tabbed browser, each tab is represented by its own Window object; the global window seen by JavaScript code running within a given tab always represents the tab in which the code is running.

Screen:

* The Screen interface represents a screen, usually the one on which the current window is being rendered, and is obtained using ‘window.screen’.
* Browsers determine which screen to report as current by detecting which screen has the center of the browser window.
* Using Screen we can access and modify different properties of screen based on the required modification and its commands. Some commands are listed in following points.
* ‘Screen.colorDepth’ - This command Returns the color depth of the screen.
* ‘Screen.orientation’ - This command Returns the ScreenOrientation instance associated with this screen.
* These are some of the standard commands used to modify the screen properties in a browser.

Document:

* The Document interface represents any web page loaded in the browser and serves as an entry point into the web page's content, which is the DOM tree.
* The DOM tree includes elements such as <body> and <table>, among many others. It provides functionality globally to the document, like how to obtain the page's URL and create new elements in the document.
* The Document interface describes the common properties and methods for any kind of document.
* Depending on the document's type (e.g. HTML, XML, SVG, …), a larger API is available: HTML documents, served with the "text/html" content type, also implement the HTMLDocument interface, whereas XML and SVG documents implement the XMLDocument interface.
* Document() - This command Creates a new Document object.

There are lots of properties that can be accessed as desired in the document. Based on document type the command varies for HTML, XML, SVG etc.,

Thanks for reading the things, I wrote in this activity doc patiently.

With regards,

Dineshraj.P