Html 九九乘法表

```
♦ index.html M X JS 99.js M
                                                {} launch.json
                                 # table.css
♦ index.html > ♦ html
      <!DOCTYPE html>
      <html lang="en">
       <head>
           <meta charset="UTF-8">
          <meta name="viewport" content="width=device-width, initial-scale=1.0">
          <title>9*9乘法表</title>
          <link rel="stylesheet" type="text/css" href="table.css">
       </head>
       <body>
          , 九九乘法表
           <div id="list"></div>
          <script src="99.js"></script>
```

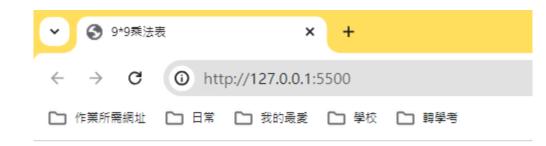
這是寫出九九乘法表的程式

在javascript中,本程式透過將要寫入html的程式碼以 字串的形式儲存,做出九九乘法表的表格

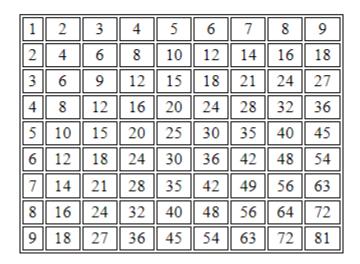
- 1.令HTML為一變數,將表格的html程式碼字串先存入
- · 2.用雙重for迴圈逐次寫入1~9行,並在各個行中逐次 寫入1~9列
- 3.在每列中放入第i個行*第j個列的數字
- 4.使用getElementByld找到html中 <div>的id,配合innerHTML,使<div>内的內容替換成HTML中存的字串
- 5.最後用<script src=>將同資料夾的javascript引入html程式中
- 6.在html接受到javascirpt的字串後,會自動將裡面的程式碼編譯成html的形式

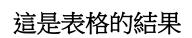
<div>中的替換的html編碼

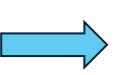
<td align=center>12<td align=center>34<td align=center>56<td align=center>78<td align=center>9 align=center>24<td align=center>68<td align=center>1012<td align=center>1416td align=center>18 align=center>918<td align=center>2736<td align=center>4554<td align=center>6372<td align=center>81



九九乘法表







完整程式列表

```
{} launch.json
♦ index.html M X JS 99.js M
                                                                                                                                                                                                              # table.css

    index.html > 
    html
    htm
                                          <!DOCTYPE html>
                                         <html lang="en">
                                          <head>
                                                                    <meta charset="UTF-8">
                                                                   <meta name="viewport" content="width=device-width, initial-scale=1.0">
                                                                   <title>9*9乘法表</title>
                                                                    <link rel="stylesheet" type="text/css" href="table.css">
                                          </head>
                                                                   、力力力乘法表
                                                                 <div id="list"></div>
                                                                   <script src="99.js"></script>
                                          </body>
                                         </html>
```

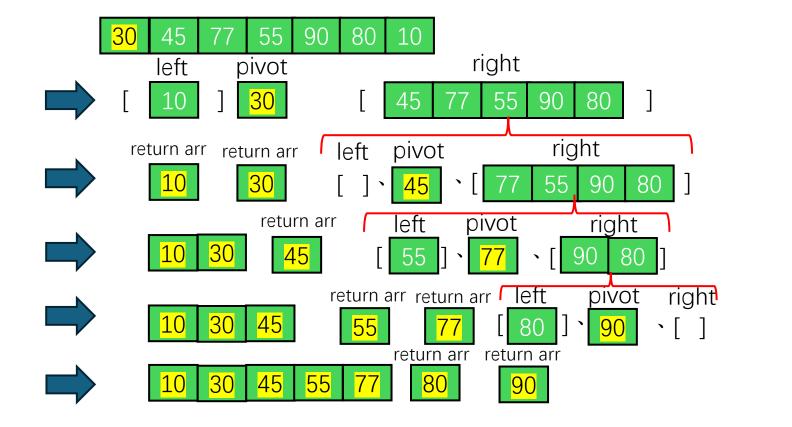
Javascript 快速排序法+二分搜尋法

```
JS quicksort.js X
 JS quicksort.js > 😭 prompt.get() callback
       var prompt = require('prompt');
       prompt.start();
       let data = [30,45,77,55,90,80,10];
       function quicksort(arr) {
         if (arr.length <= 1) {</pre>
           return arr;
         let left = [];
         let right = [];
         let pivot = arr[0];
         for (i = 1; i < arr.length; i++) {
           let num = arr[i];
           if (num < pivot){</pre>
             left.push(num);
           } else {
             right.push(num);
         return [...quicksort(left), pivot, ...quicksort(right)];
       console.log(quicksort(data));
       function binarysearch(arr,goal) {
         let head = 0;
         let end = arr.length - 1;
         let mid;
         while (head <= end) {
           mid = ((head + end) / 2) | 0;
           if (goal < arr[mid]) {</pre>
             end = mid - 1;
           } else if (goal > arr[mid]) {
             head = mid + 1;
           } else {
             return ("搜尋選項在第" + (mid + 1) + "項");
         return("無搜尋資料");
       prompt.get(['number'],function(err,result){
           console.log(binarysearch(quicksort(data), result.number));
```

這是快速排序法+二分搜尋法的程式

快速排序法的程式是

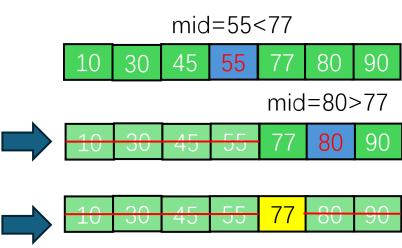
- 1.先給予一資料陣列 data
- 2.在function quicksort中,本程式使用的方式是選定data第一個數字做為基準值,宣告兩個空陣列"左"和"右"
- 3. 將接下來的各個數字小於基準值的放進左陣列,大於的則放進右陣列
- 4.之後用遞迴的方式使得左陣列、基準值、右陣列個別再跑一次function,前面的if有判斷陣列資料剩下小於等於1個數字時會直接回傳
- 5.在多次循環下數字就會由小到大排序傳回data中

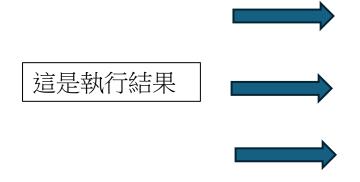


```
JS quicksort.js X
JS quicksort.js > 😭 prompt.get() callback
       var prompt = require('prompt');
       prompt.start();
       let data = [30,45,77,55,90,80,10];
       function quicksort(arr) {
         if (arr.length <= 1) {</pre>
           return arr;
         let left = [];
         let right = [];
         let pivot = arr[0];
         for (i = 1; i < arr.length; i++) {</pre>
           let num = arr[i];
           if (num < pivot){</pre>
             left.push(num);
           } else {
             right.push(num);
         return [...quicksort(left), pivot, ...quicksort(right)];
       console.log(quicksort(data));
       function binarysearch(arr,goal) {
         let head = 0;
         let end = arr.length - 1;
         let mid;
         while (head <= end) {
           mid = ((head + end) / 2) | 0;
           if (goal < arr[mid]) {</pre>
             end = mid - 1;
           } else if (goal > arr[mid]) {
             head = mid + 1;
           } else
             return ("搜尋選項在第" + (mid + 1) + "項");
         return("無搜尋資料");
       prompt.get(['number'],function(err,result){
           console.log(binarysearch(quicksort(data), result.number));
```

- 二分搜尋法的程式是
- 1.輸入一個陣列與要在陣列中尋找的數字
- 2.數字用prompt javascript的寫法使得能輸入任意數字
- 3.在 function binarysearch 中,先宣告head=0、end=陣列長度-1 和mid
- 4.本程式使用位元運算子的or方法配上0,使得(head+end)/2在存在小數點時,能捨去小數點後的數字變為整數
- 5.當mid位置的數字大於尋求的數字時,會使搜尋範圍從尾部往前縮至一半
- 6.反之,當mid位置的數字小於尋求的數字時,會使搜尋範圍從部頭往前縮至一半
- 7. 反覆進行直到搜尋範圍縮至1個數字時,搜尋資料就在mid+1項的位置
- 8.若無此資料,最後就會回"無搜尋資料"

以10,30,45,55,80,77,90 搜尋77為例





```
問題 輸出 傾錯主控台 <u>終端機</u> 連接埠

PS C:\Users\theeo\Desktop\js\quicksort search> node quicksort.js
[
    10, 30, 45, 55, 77, 80, 90
]
prompt: number: 77
搜尋選項在第5項
PS C:\Users\theeo\Desktop\js\quicksort search>
```

完整程式列表

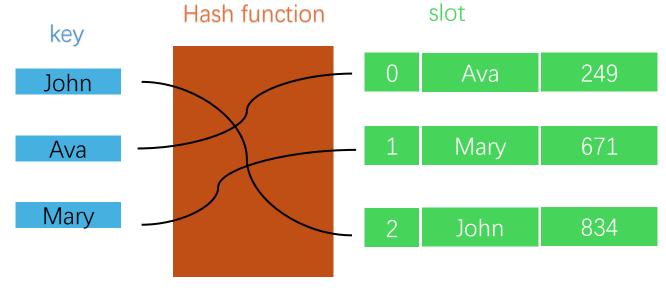
```
var prompt = require('prompt');
prompt.start();
let data = [30,45,77,55,90,80,10];
function quicksort(arr) {
  if (arr.length <= 1) {</pre>
    return arr;
 let left = [];
 let right = [];
 let pivot = arr[0];
 for (i = 1; i < arr.length; i++) {</pre>
   let num = arr[i];
    if (num < pivot){</pre>
      left.push(num);
    } else {
      right.push(num);
  return [...quicksort(left), pivot, ...quicksort(right)];
console.log(quicksort(data));
function binarysearch(arr,goal) {
 let head = 0;
 let end = arr.length - 1;
  let mid;
  while (head <= end) {
    mid = ((head + end) / 2) | 0;
```

Javascript 雜湊表(HashTable)

```
JS hashtable.js > 😭 HashTable > 🛇 search > 🕪 slot
      function hash(key, size) {
          let hashCode = 0;
          for (let index in key) {
            hashCode += key.charCodeAt(index);
          return hashCode % size;
      class Box{
          constructor(key,value){
              this.key=key;
              this.value=value;
      class HashTable {
          constructor() {
            this.size = 16;
            this.slots = new Array(this.size).fill(null);
            this.length = 0;
```

這個程式是雜湊表(HashTable)

概念是透過雜湊函數計算出key所對應的一個slot,將該組key與value存入該slot之中,進而建立雜湊表格,如果不同的key找到相同對應的slot時,則在該slot內依序存進該slot中的陣列裡面。當要尋找資料時,key能快速找到其相對位置的slot,如果不同的key找到相同對應的slot時,則在該slot內的陣列中線性搜尋該相同的key,並取得其相對應的value,如此有加密與節省尋找時間的功能。

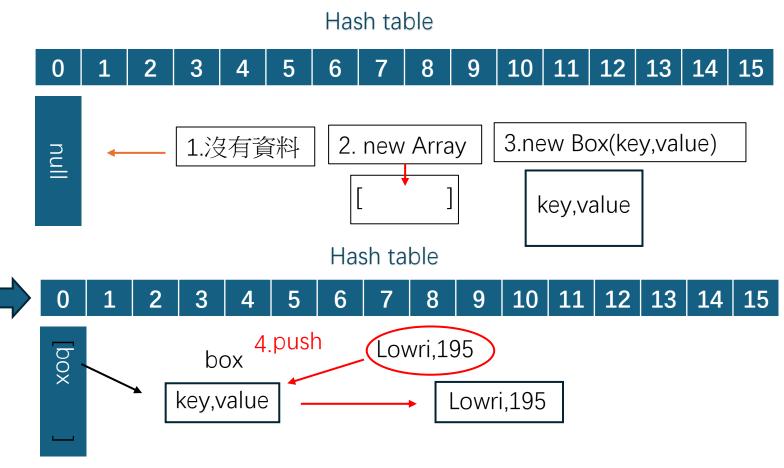


本程式使用的雜湊函數是以charCodeAt(),將key的字串先換成整數後除以slots的size取餘數來決定key與value放的slot位置,在本程式中的雜湊表size是16,所以就是餘16。

本程式用class 定義box 來存放key與value,定義HashTable 有16個slots預先填入null,並用length存入資料的數量。

```
add(key, value){
   const hashIndex = hash(key, this.size);
   const slot = this.slots[hashIndex];
   if (!slot){
       this.slots[hashIndex] = new Array();
       let box = new Box(key, value);
       this.slots[hashIndex].push(box);
       this.length++;
    } else {
       let found=false;
       for(let i=0;i<slot.length;i++){</pre>
            let box = slot[i];
            if(box.key==key){
                box.value=value;
                found=true;
                break;
        if(!found){
            let box = new Box(key,value);
            this.slots[hashIndex].push(box);
            this.length++;
```

add(key,value)是將key與value存入slot的方法,會先用if確認該 slot內是否已經有陣列可以存放box,如果沒有就先創建一個 陣列,再創建1個box放入陣列中,然後將box用push填入box 陣列中,

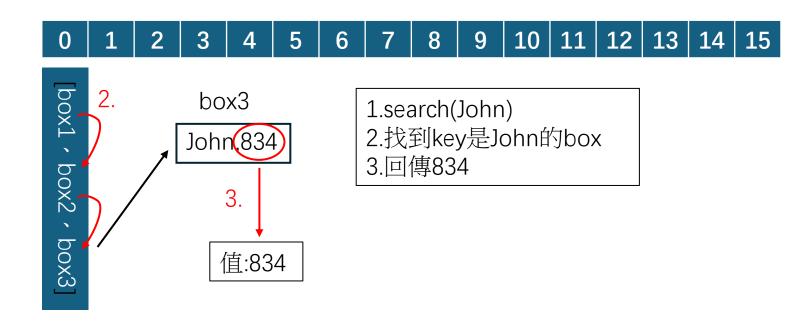


```
add(key, value){
    const hashIndex = hash(key, this.size);
    const slot = this.slots[hashIndex];
    if (!slot){
        this.slots[hashIndex] = new Array();
        let box = new Box(key, value);
        this.slots[hashIndex].push(box);
        this.length++;
     else
       let found=false;
        for(let i=0;i<slot.length;i++){</pre>
            let box = slot[i];
            if(box.key==key){
                box.value=value;
                found=true;
                break;
        if(!found){
            let box = new Box(key,value);
            this.slots[hashIndex].push(box);
            this.length++;
```

如果slot中已經有box陣列的情況下,如果有相同key不同value的資料加入時,本程式會用新資料替換掉舊資料,用一個found變數當flag,預設為false,然後用for迴圈在陣列中線性尋找是否有相同的key的box。如果有找到相同key的box,則將新的value替換進該box中,將found設為true,然後離開迴圈。這樣就可以將舊value換成新value了。而如果沒有找到相同的key,則該key為新的key,則創建1個新的box放入box陣列中,然後將資料用push填入box陣列中。

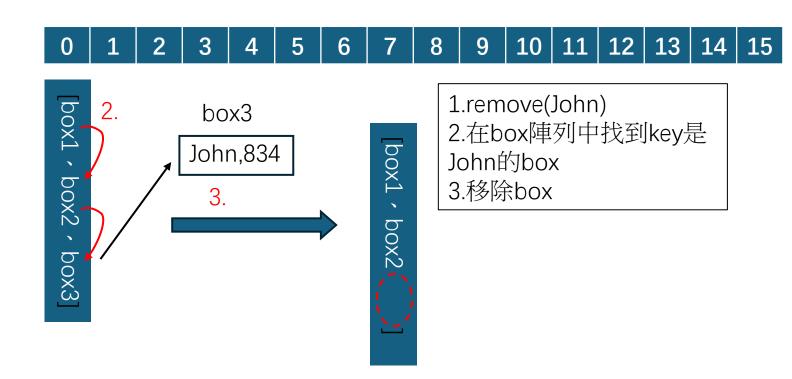
唯有替換資料的部分沒有放入this.length++,因為資料總數不變

search(key)是用key找到已存入資料的方法,透過hash函數找到slot,再利用for迴圈在box陣列內線性搜尋是否有相同的key的box,若有相同,則回傳該box中的value,否則回傳"查無此資料!"。



```
remove(key){
        const hashIndex = hash(key, this.size);
        const slot = this.slots[hashIndex];
        for(let i=0;i<slot.length;i++){</pre>
            let box = slot[i];
            if(box.key==key){
                slot.splice(i,1);
                this.length--;
        return "資料已清除!";
const ht = new HashTable();
ht.add("Louis", "767");
ht.add("Lowri", "195");
ht.add("Michelle", "162");
ht.add("Julie", "934");
ht.add("John", "329");
ht.add("Theresa", "331");
ht.add("John", "834");
ht.add("Eddie", "378");
ht.add("Robin", "77");
ht.add("Alfie", "532");
ht.add("Ava", "249");
ht.add("Owen", "208");
ht.add("Theodore", "539");
ht.add("Savannah", "54");
```

remove(key)是用來移除資料的方法,同樣透過透過hash函數找到slot,再利用for迴圈在box陣列內線性搜尋是否有相同的key的box。如果有,就使用splice將該位置的box移除。最後回報"資料已清除!"。



```
ht.add("Marc", "938");
ht.add("Sara", "420");
ht.add("Carmen", "599");
ht.add("Christine", "415");
ht.add("Mary", "671");
ht.add("Melissa", "171");
ht.add("Gethin", "483");
ht.add("Vanessa", "396");
ht.add("Eden", "638");
ht.add("Zoya", "72");
ht.add("Mae", "23");
ht.add("Edith", "609");
ht.add("Elizabeth", "660");
ht.add("Abdul", "619");
ht.add("Tabitha", "745");
ht.add("Jon", "957");
ht.add("Francis", "621");
ht.add("Millie", "767");
console.log(ht.search("John"));
console.log(ht.search("Ava"));
console.log(ht.remove("John"));
console.log(ht.search("John"));
```

這是實際程式表現出來的結果







```
問題 輸出 <u>何</u>第主控台 終端機 連接埠

C:\Program Files\node.exe .\hashtable.js
834
249
資料已清除!
查無此資料!
```

完整程式列表

```
function hash(key, size) {
    let hashCode = 0;
    for (let index in key) {
      hashCode += key.charCodeAt(index);
    return hashCode % size;
class Box{
    constructor(key, value){
        this.key=key;
        this.value=value;
class HashTable {
    constructor() {
      this.size = 16;
      this.slots = new Array(this.size).fill(null);
      this.length = 0;
    add(key,value){
        const hashIndex = hash(key, this.size);
        const slot = this.slots[hashIndex];
        if (!slot){
            this.slots[hashIndex] = new Array();
            let box = new Box(key, value);
            this.slots[hashIndex].push(box);
            this.length++;
        } else {
            let found=false;
```

```
for(let i=0;i<slot.length;i++){</pre>
            let box = slot[i];
            if(box.key==key){
                box.value=value;
                found=true;
                break;
        if(!found){
            let box = new Box(key,value);
            this.slots[hashIndex].push(box);
            this.length++;
search(key){
    const hashIndex = hash(key, this.size);
    const slot = this.slots[hashIndex];
    for(let i=0;i<slot.length;i++){</pre>
        let box = slot[i];
        if(box.key==key){
            return box.value;
    return "查無此資料!";
remove(key){
    const hashIndex = hash(key, this.size);
    const slot = this.slots[hashIndex];
    for(let i=0;i<slot.length;i++){</pre>
        let box = slot[i];
        if(box.key==key){
            slot.splice(i,1);
            this.length--;
```

```
return "資料已清除!";
const ht = new HashTable();
ht.add("Louis", "767");
ht.add("Lowri", "195");
ht.add("Michelle", "162");
ht.add("Julie", "934");
ht.add("John", "329");
ht.add("Theresa", "331");
ht.add("John", "834");
ht.add("Eddie", "378");
ht.add("Robin", "77");
ht.add("Alfie", "532");
ht.add("Ava", "249");
ht.add("Owen", "208");
ht.add("Theodore", "539");
ht.add("Savannah", "54");
ht.add("Marc", "938");
ht.add("Sara", "420");
ht.add("Carmen", "599");
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ht.add("Melissa", "171");
ht.add("Gethin", "483");
ht.add("Vanessa", "396");
ht.add("Eden", "638");
ht.add("Zoya", "72");
ht.add("Mae", "23");
ht.add("Edith", "609");
ht.add("Elizabeth", "660");
```

```
ht.add("Abdul", "619");
ht.add("Tabitha", "745");
ht.add("Jon", "957");
ht.add("Francis", "621");
ht.add("Millie", "767");

console.log(ht.search("John"));
console.log(ht.remove("John"));
console.log(ht.remove("John"));
```