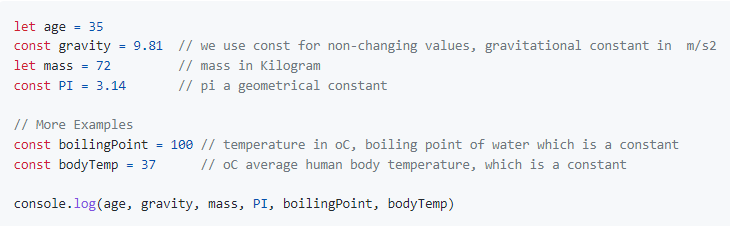
JavaScript

Javascript’e tanımlama yaparken let ve const kullanırız.

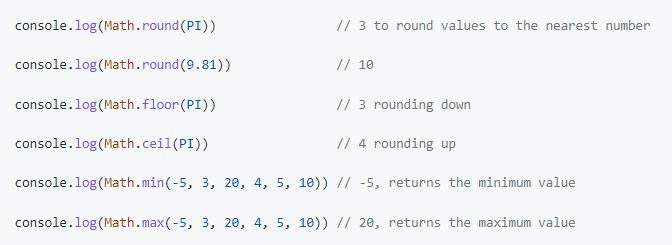
Let = ile daha sonra degisiklik yapmak istiyorsak

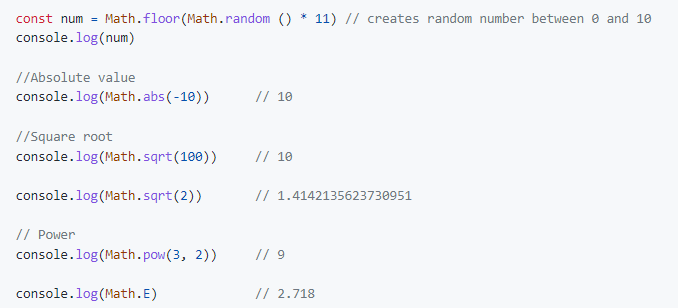
Const = ise daha sonra degisiklik yapılmayan sabit olan

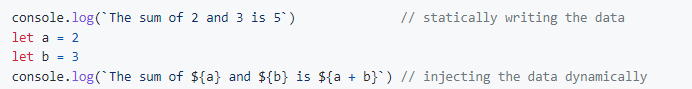
Sayıları yuvarlama isleminde ise

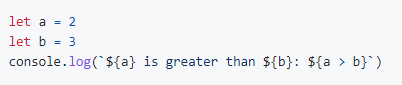
Round = en yakın sayısa

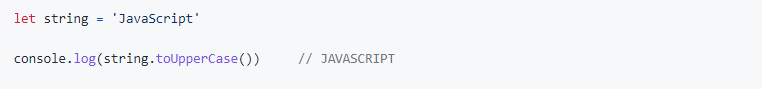
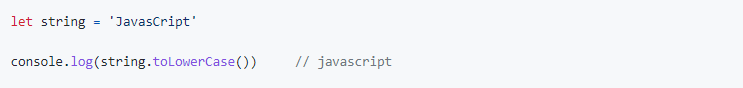
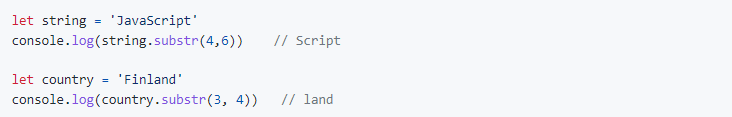
Floor = en alt basamaga mesela 3.99 ‘u 3’e yuvarlar

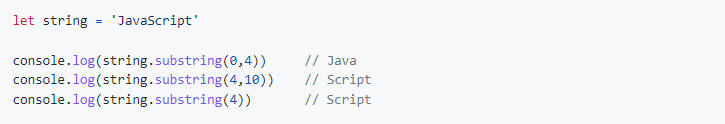
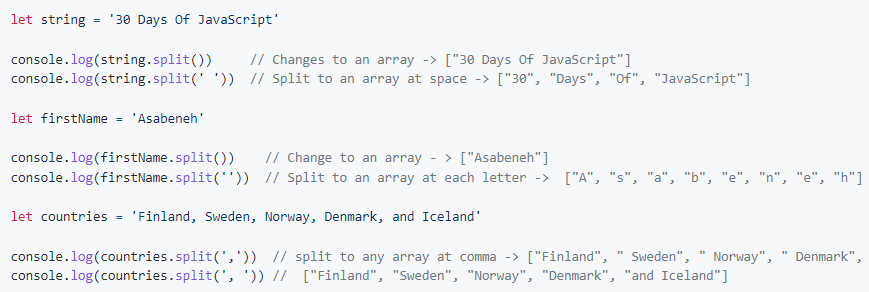
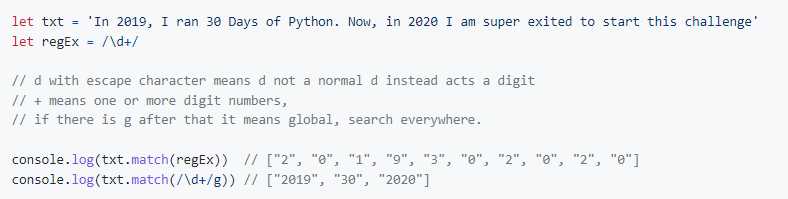
Ceil = en üst basama 3.01’i 4’e yuvarlar.

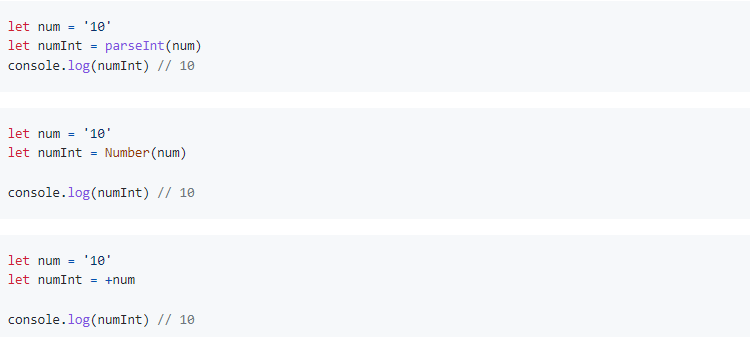
Random bir sayı yaratma ve matematik islemleri ;

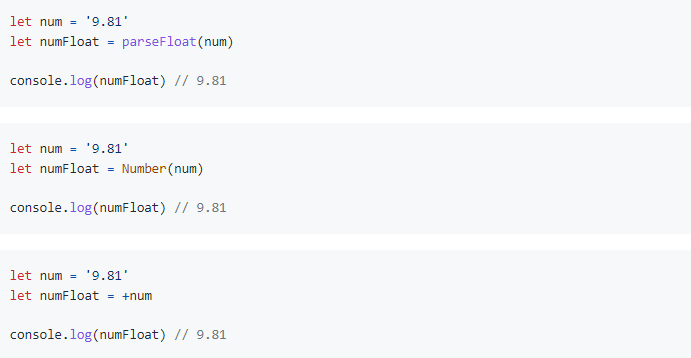
Girdiyi direk console.log’da yazdırmak için ${ } ifadesini kullanırız.



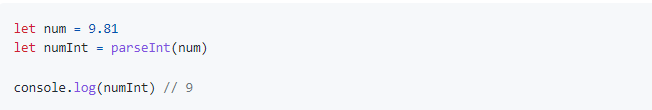
String kodları ;



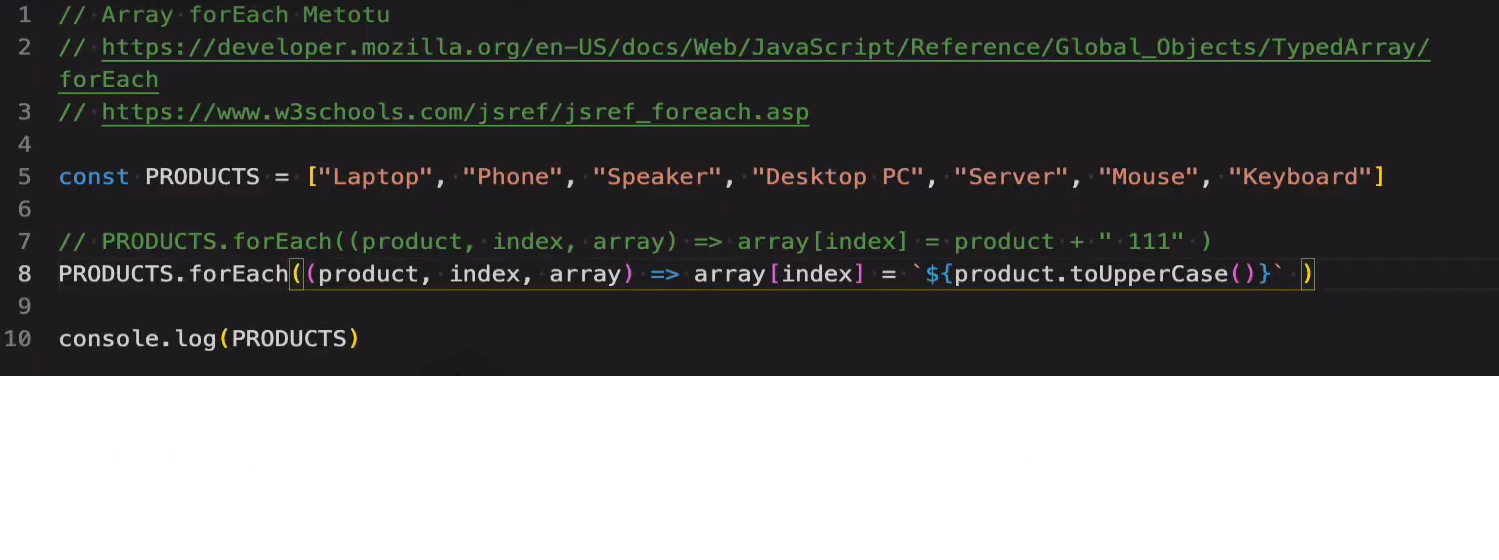
String to int ;

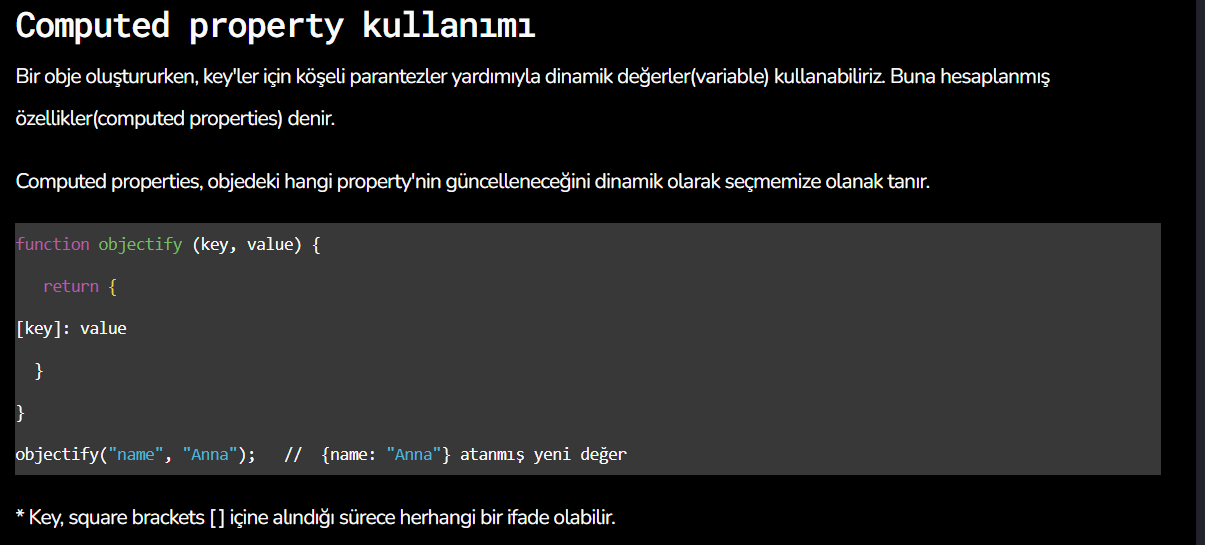
String to float ;

Float to int ;



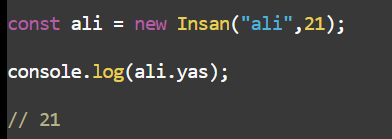
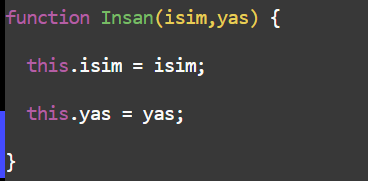
Listenin Her Bir Elemanına String Ifade Eklemek

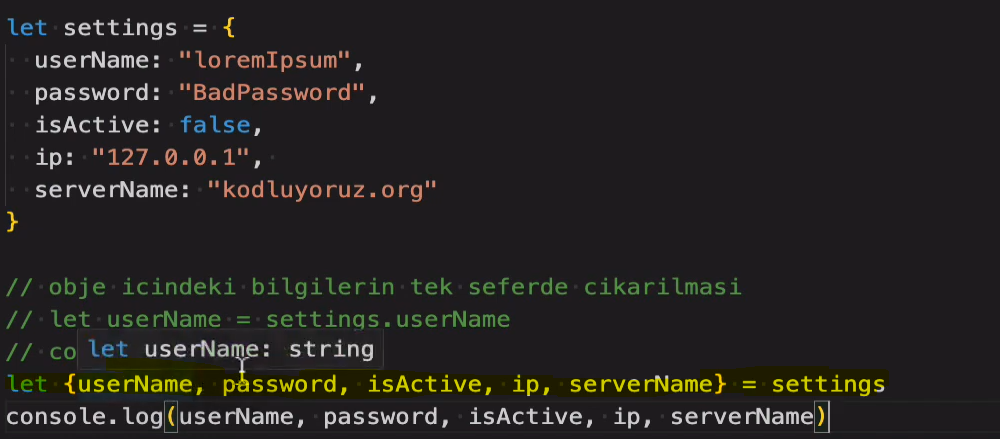
Liste Elemanlarını Büyük Harfe Çevirmek

Nesne Elemanın Key Kısmını Dinamik Olarak ALma

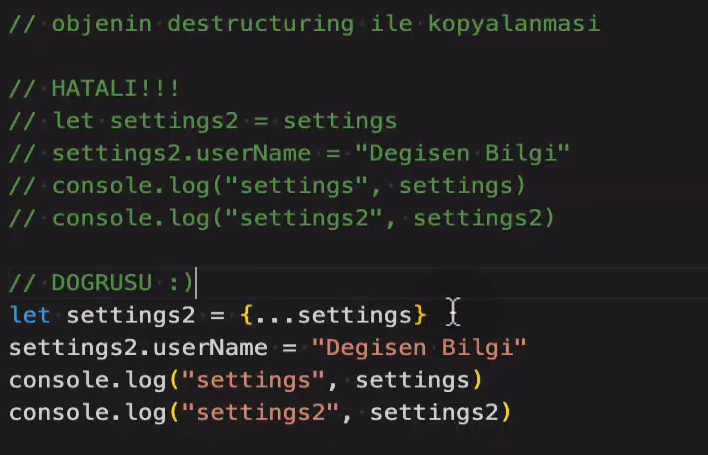
Nesne Içine Metot Ekleme

ShortName : kısmında nesne içinde fonksiyon olusturduk

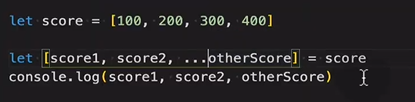
Function yardımıyla nesne olusturma !!!!!!

Nesne Icindeki bilgileri degiskene atama

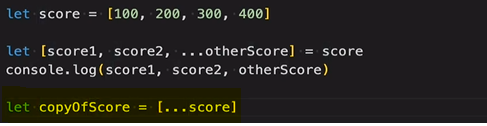
Nesnenin Kopyalanması



100 ve 200 ü dısarı çıkarttık 300 ve 400 liste içine atadık.



Listenin Kopyalanması



Filter Metodu ile Nesne İçerisine Arama Yapmak