

# Assignment for Day 3



1. List all the Escape Sequences characters in javascript.

- \' single quote
- \" double quote
- \\ backslash
- \n new line
- \r carriage return
- \t tab
- \b backspace
- \f form feed
- \v vertical tab
- \0 null character (U+0000 NULL) (only if the next character is not a decimal digit; else it's an octal escape sequence) etc.

2. Explain with example length and substring methods in javascript

```
//In javascript string is an immutable objects
```

```
let myName = "Mohd Gulam Ansari";
```

```
//string length is a property
```

```
console.log(myName.length);
```

```
/* The substring() method extracts characters, between two indices (positions), from a string, and returns the substring.
```

The `substring()` method extracts characters from start to end (exclusive).

The `substring()` method does not change the original string.

If start is greater than end, arguments are swapped: `(4, 1) = (1, 4)`.

Start or end values less than 0, are treated as 0. \*/

```
console.log(myName.substring(0));
```

```
console.log(myName.substring(0, 6));
```

```
console.log(myName.substring(6, 0));
```

```
console.log(myName.substring(0, 12));
```

```
//negative argument treated as 0
```

```
console.log(myName.substring(-3));
```

3. What are padStart and padEnd in javascript, explain with an example.

```
//String.padStart() is used to add expected amount of numbers or
characters in start of the string

/* The padStart() method pads the current string with another string
(multiple times, if needed) until the resulting string reaches the
given length.

The padding is applied from the start of the current string.

*/

const ACCOUNT_NO = "58528286565";

//to make Account no 16 digit we can add extra zeros at start
console.log(ACCOUNT_NO.padStart(16, "*"));

//output : ****58528286565

//to make Account no 16 digit we can add extra zeros at end

//Output : 58528286565****

console.log(ACCOUNT_NO.padEnd(16, "*"));
```

4. Define Global Object in javascript along with the global scope.

### **GLOBAL OBJECT:**

The global object in JavaScript is an always defined object that provides variables and functions, and is available anywhere. In a web browser, the global object is the window object, while it is named global in Node.js. The global object can be accessed using this operator in the global scope.

Thus in case of browser , window is global object and node is global object in case of node.js

### **GLOBAL SCOPE:**

Variables declared Globally (outside any function) have Global Scope.

Global variables can be accessed from anywhere in a JavaScript program.

Variables declared with var, let and const are quite similar when declared outside a block. They all have Global Scope:

5. List all the names of Javascript engines present currently.

- Google's V8
- CHAKRA
- SPIDERMONKEY
- RHINO
- JavaScriptCore etc

Firefox has Spidermonkey

Safari has JavaScriptCore (also called Nitro)

Edge has Chakra