

# Day 4

Friday, January 6, 2023 11:48 AM

Strings in Javascript ---

Strings are objects

Strings are primitives

Using ==

Case 1	strP1 == strP2	Values are compared
Case 2	strP1 == strO1	strO1 is converted to primitive automatically Values are compared
Case 3	strO1 == strO2	References are compared

Using ===

Case 1	strP1 === strP2	Values are compared
Case 2	strP1 === strO1	Types are not same SO FALSE
Case 3	strO1 === strO2	References are compared

To convert a string object to primitive **strO1.valueOf()**

charAt, toUppercase, toLowercase, length , slice, substring, concat, split, endsWith

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[JavaScript | MDN \(devdoc.net\)](#)

Date ----- objects in Javascript

HW -

1. Create a variable d1 that represents today's date  
Create a variable d2 that represents your birthday

Show your age in years

Tell whether your birthday has already passed in this year or about to come

Tell the day of week when your birthday will be this year

2. Write a function getFactorialImpl ( choice="FORLOOP" ) ----it could be FORLOOP or RECUR

In this function define two functions

Function Fact1(n1)

Use for loop and print the factorial

Function Fact2(n1)

Use recursion and print the factorial

If the choice is FORLOOP return Fact1

If the choice is RECUR then return Fact2

Outside --- call let rv = getFactorialImpl("RECUR")

rv(3)

Rv = getFactorialImpl()

rv(5)

3. Modify the Increment example and add one more button to it decrement add proper handler

4. Write the html code for TABLE printing on browser or console , in coma format , table format.
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Functions in Javascript ---

- Ex1 --- write a function to add 3 numbers and print the values
  - Ex2 ---- write a function that multiplies two numbers and returns the value
  - EX3 --- Write a function to divide two numbers and assign function to a variable
  - Ex5 ----write a function to add 3 numbers with default parameters
  - Ex5 --- REST parameters passed to a function
  - Ex 6 --- Write a function maths and pass another function to it
  - EX7 --- define 3 functions in a function and return a function
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DOM Manipulation ----- Event Handling

Event = click , change ,input ,.....

Event Handling = DO something when event occur-- handler----- FUNCTION is executed

Event Driven Programming = UI programming

Ex1 ---- Show a button

On click of the button show a number in a p tag

On every click increment the number