

BIT 2nd Year
Semester 3
IT 3505

Web Application Development II

**Advanced Client Side Development –
Part 1**



IT3505 Web Application Development II



JavaScript Data Types

Basic Types

- Number
 - numbers are represented as 16 bit double precision floating point numbers.
 - Large integers and some decimal values representation is not exact.
Example $0.1 + 0.2$
 - Integer division result in either an integer or a floating point number.
- Boolean
- String

Boolean values

- false, 0, Nan, null, undefined are evaluated to the Boolean value false
- All other values are evaluated to true.

String to a number

- `parseInt("1234")`
- `parseFloat("12.23")`
- Infinity and NaN are special numbers in JavaScript.
- The function `isNaN()` can be used to check whether a n object is a number or not.

example:

```
isNaN(parseInt("abc"))
```

This will return the Boolean value **true**.

Strings

- `var a = "this is a string";`
- `var a = 'this is a string';`
- `var a = 5 + 2 + " a string";` this will results the string `'7 a string'`
- `var a = "a string " + 5 + 2 ;` this will results the string `'a string 52'`
- `"I went home".indexOf("went") ;` result is 2

If the string is not found -1 will return

- `"I went home".substr(2,3) ;` start index, string length
- `"I went home".slice(2,5) ;` start index, up to position index

Strings

- `"1,2,3".split(",")` ; split the string by using the symbol `,` into an array.
- `" abc def".trim()`;
- `"aabbcc".search(/[bb]/)` ; regular expression delimiters `/reg`
`expr /`
- `"aabbcc".replace(/[bb]/,"d")`; only the first b is replaced

Complex types

- Arrays
- Objects

```
x = {};
```

- Functions

```
function(x){  
  console.log(x);  
}
```


Arrays

Creating arrays

```
var a1 = new Array('abc','def');
```

or

```
var a1 = ['abc','def'];
```

Arrays are numerically indexed starting with the index 0.

Individual array items can be of different types.

Example :

```
var a = [1,2,[3,'abc'],'xyz'];
```

Array properties

- `var a = [1,2,3];`
- `a.length;`
- `Array.isArray(a); // Returns true`
- `typeof a ; // returns 'object'`

Adding/replacing/deleting elements to an array

- `var a = [1,2,3];`
- `a[a.length] = 4;`
- `a.push(5);`
- `a[1] = 'abc';`
- `a[10] = 'abc';`
- `delete a[2];` //set the value at index 2 undefined
- `A.splice(startindex,endindex) ;` // remove elements from startindex up to endindex

Functions on arrays

- `var a = [1,2,3];`
- `a.push(5);`
- `a.pop()` // pop off the last element from the array a
- `a.shift()` // remove the first element from the array a

Obtaining the type of an object

```
x= {};
```

```
typeof x;
```

```
y = "abc";
```

```
typeof x;
```