# **Web Development**

JavaScript – Labo 2



# Arrays



## Arrays in JavaScript

```
let emptyArray = [];
const numbers = [1, 2, 3, 4];
const mixed = [1, 'text', false];
```



### Lengte van een array

```
const numbers = [1, 2, 3, 4];
numbers.length; // 4
```



#### Index

```
const myArray = [100, 200, 300];
console.log(myArray[0]); // 100
console.log(myArray[1]); // 200
console.log(myArray[2]); // 300
```



## Aanpassen van arrays

```
let names = ['Alice', 'Bob'];
names[0] = 'Carl';
names[0] = 'Carl';
const names = ['Alice', 'Bob'];
names[0] = 'Carl';
```



## Nuttige methodes

```
const heroes = ['Iron Man', 'Black Widow', 'Thor'];
heroes.push('Hulk');
// ['Iron Man', 'Black Widow', 'Thor', 'Hulk']
heroes.pop();
// ['Iron Man', 'Black Widow', 'Thor']
heroes.shift();
// ['Black Widow', 'Thor']
```

```
heroes.unshift('Captain Marvel');
// ['Captain Marvel', 'Black Widow', 'Thor']
heroes.slice(1, 3);
// ['Black Widow', 'Thor']
heroes.join(', ');
// Captain Marvel, Black Widow, Thor
```



# Loops



# For loop

```
for (let i = 0; i < 4; i += 1) {
  console.log(i);
};</pre>
```



# While loop

```
let i = 0;
while (i < 5) {
  console.log(i);
  i++;
}</pre>
```



# Do... while loop

```
let x = 0
let i = 0

do {
    x = x + i;
    console.log(x)
    i++;
} while (i < 5);</pre>
```



#### Loops en arrays

```
for (let i = 0; i < array.length; i++){
  console.log(array[i]);
}</pre>
```



#### DOM tree benaderen



#### getElement...

```
let mainContent =
    document.getElementById('main');

let evenRows =
    document.getElementsByClassName('even');

let images =
    document.getElementsByTagName('img');
```



# Labo 2



# Opdrachten

- Codecademy
  - Arrays
  - Loops
- PDF
  - Arrays
  - Opdracht: Arrays (GitHub)
  - Eenvoudige input en output
  - Opdracht 01 (GitHub)
  - Elementen uit de DOM-tree opvragen



## Opdrachten

- PDF
  - Opdracht 02 (Controle tijdens de les)
  - De innerHTML property
  - Opdracht 03 (GitHub)
  - Opdracht 04 (Controle tijdens de les)
  - Opdracht 05 (GitHub)
  - Tekstvelden uitlezen -> demonstraties op Toledo (Code kunnen uitleggen)
  - Opdracht 06 & Opdracht 'kopieer' (GitHub, mag op dezelfde pagina)
  - Opdracht 'substring' (GitHub)
- Deadline: dinsdag 1 maart 23u59

