**JAVASCRIPT:**

**1)substring and index example**:

<!DOCTYPE html>

<html xmlns="http://www.w3.org/1999/xhtml">

<head>

<title></title>

<script>

function getemailanddomainpart() {

var emailaddress = document.getElementById("text1").value;

var emailpart = emailaddress.substring(0, emailaddress.indexof("@"));

var domainpart = emailaddress.substring(emailaddress.indexof("@"+1));

document.getElementById("text2").value= emailpart;

document.getElementById("text3").value= domainpart;

} </script>

</head>

<body>

<form>

<table style="width: 100%;">

<tr>

<td>Email address</td>

<td>

<input id="Text1" type="text" />

</td>

</tr>

<tr>

<td>emailpart</td>

<td><input id="Text2" type="text" /></td>

</tr>

<tr>

<td>domainpart</td>

<td>

<input id="Text3" type="text" /></td>

</tr>

</table>

<input id="Submit1" type="submit" value="get my email and domain parts" onclick="getemailanddomainpart()" />

</form>

</body>

</html>

**2)CONTROLLED STATEMENTS:**

If, ifelse, ifelseif, swith

Ex: <script type="text/javascript">

var user= Number(prompt("please enter a number",""));

//prompt will used to display text to enter a user input and Number it converts text in to number which will stor into th type.//

if(user == 1)

{

alert("the Number is 1");}

else if(user == 2)

{

alert("the number is 2");}

else if(user == 3)

{

alert("the number is 3");}

else (user !=1 && user !=2 && user != 3)

{

alert("the number is not betwen 1 and 3");}

</script>

**3)swithch statement:**

var user = Number(prompt("please enter a number", ""));

switch (user) {

case 1:

alert("the number is 1");

break;

case 2:

alert("the number is 2");

break;

case 3:

alert("the number is 3");

break;

default:

alert(" the num is not btw 1, 2, 3");

break;

}

We can combine multiple cases: switch (user) {

case 1:

case 2:

case 3:

alert("the number is is" + user);

break;

default:

alert(" the num is not btw 1, 2, 3");

break;

}

**4)TERNARY OPERATOR:** ternary operator can be used as a shortcut of if else statement

Syntax:Boolean expression? Stmnt to execute if true:stmnt to execute if false.

Ex: check the no is even or odd.

<html>

<head>

<script type = "text/javascript">

var user = Number(prompt("enter the number"));

var message = user % 2==0 ? numberis even” : “od number”;

if(user % 2 == 0)

{

message = "ur number is even";

}

else{

message = "odd number";

}

alert(message);

</script>

</head**>**

**</html>**

**5) JAVASCRIPT ARGUMENTS FUNCTIONS:**

Function myfunction(){

Documents.write(“arguments count=” + arguments.length   
+ “<br/>”);

For(var i=0; i<argument.length; i++){

Document.write(“arguments are” + I + argiments[i] + “<br/>”);

}

Document.write(<br/>);

}

Myfunction();

Myfunction(10, 20);

Myfunction(10, 20, 30);

**6) RECURSIVE FUNCTION**:

Ex:

function factorial(n){

if (n == 0 || n == 1){

retun 1;

}

var result = n;

while (n > 1){

result = result \* (n - 1);

n = n - 1;

}

return result;

}

document.write(factorial(5));

instead of using this we can write less code by recursive function:

function factorial(n){

if(n==0||n==1){

return 1;}

return n\*factorial(n-1);

}

Document.write(factorial(5));

**7) ERROR HANDLING:**

Example:

function division()

{ var nume = Number(prompt(" enter the numerator"));

var demo = Number(prompt(" enter the denomirator"));

try{

if (dem0 == 0)

{

document.write("error");

}

else

{

document.write("result is = " + (nume/demo));

}

}

catch(e)

{

document.write("eroor id");

}

finally

{

document.write("this is the result");

}

}

division();

**8) DATE IN JS:**

**Var date = new Date();**

**Document .write(date);**

**To create a date**

var dateofbirth = new Date("jan 14, 1993 10:45:45");

document.write(dateofbirth);

or

var dateofbirth = new Date( 1994, 10, 19, 11, 23, 45);

document.write(dateofbirth);

**9) JAVASCRIPT TIMING EVENTS:a piece of code can be executed at a specific timE interval:**

**Ex:**

<div id ="demo"></div>

<script type="text/javascript">

function getcurrenttime() {

document.getElementById("demo").innerHTML = new Date();

}

getcurrenttime();

**10) Setinterval(func, delay) :**

<div id ="demo"></div>

<script type="text/javascript">

setInterval(getcurrenttime, 1000)

function getcurrenttime()

{

document.getElementById("demo").innerHTML = new Date();

}

getcurrenttime();

**11) clear intrvel: which cancle sthe setinterval that is it makes the set interval static.**

**Ex**:

<title></title>

<input type="button" value="stopclock" onclick="stopclock()"/>

<input type="button" value="startclock" onclick="startclock()"/>

<div id ="demo"></div>

<script type="text/javascript">

function startclock()

{

intervalID = setInterval(getcurrenttime, 1000)

}

function stopclock()

{

clearInterval(intervalID);

}

function getcurrenttime()

{

document.getElementById("demo").innerHTML = new Date();

}

getcurrenttime();

**12) Converting string to number using methods**:

While writing in script tag like

function myFunction() {

var firstnumber = **parseint**(document.getElementById("demo").value  
);

converting intofloat:

function myFunction() {

var firstnumber = **parsefloa**t(document.getElementById("demo").value);

**13)NAN():** is a not a number function which determines whether a value is an illegal number.if it is not a number it returns true if

not false.

Ex: function myFunction() {

var firstnumber = parseint(document.getElementById("demo").value  
if(isNaN(firstnumber))

{

alert(“plz enter a valid number);

return;

**14)Removing white space:using trim()method**.

var col = " abc ";

var cloo = " bgv ";

result1 = col + cloo;

alert(result1);

output: bgy cloo

to get outputwithout spaces:

result1 = col.trim() + cloo.trim(); output: abcbhy

**15)Replace word with new word:**

var string7 = "Hello javascript";

var result5 = string7.replace("javascript", "world");

alert(result5);

**perform a case sensitive with glibal replacement.:/word/g**

var string7 = "Hello javascript is a good lang";

I want to change javascript as a world then:

var string7 = "Hello javascript";

var result = string7.replace(/javascript/g, “world”);

**16)**

**WHILELOOP:** Var num = number(prompt(“enter number”));

Var start =0;

While(start <= num)

{

Document.write(start+ “<br>”);

Start = start +2;// **infinite while loop** is if u wont write incrementing i.e start + =2; then it will infinite loop.and it always going to 0 the condition never will be false.so this will cause inffinite

}

**17)Array:** is a collection of similar datatypes.

**Syntax**: var Array = new Array(1,2,3,4);or var Array = []; Array[] = 1….

Or var Array= [1,2,3,]; if u add a another array number it will add it will not throw error, in javascript the array size will grow.

Var Array =[];

For(var I = 0;i<=5;i++){Array[i] =i\*2;}alert(Array);

Ex:

<!DOCTYPE html>

<html xmlns="http://www.w3.org/1999/xhtml">

<head>

<title></title>

<script>

var Array = [];

Array[0] = 1;

Array[0] = 3;

Array[0] = 15;

document.writ(Array);

</script>

</head>

<body>

</body>

</html>

18)CSS 3D TRANSFORMS:

<!DOCTYPE html>

<html xmlns="http://www.w3.org/1999/xhtml">

<head>

<style>

div{

weight: 40px;

height: 100px;

background-color: red;

border: 1px solid black;}

div#MS {

-webkit-transform: rotateX(150deg);

transform: rotateX(150deg);

}

</style>

</head>

<body>

<div>

CSS 3D TRANSFORMS

</div>

<div id="MS">

this is the css 3d transform example.

</div>

</body>

</html