


JavaScript

1)Explanation for slide no 52

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- Private variables can be made possible with closures.

```
var add = (function () {  
    var counter = 0;  
    return function () {return counter += 1;}  
})();  
  
add();  
add();  
add();
```

- variable add is assigned the return value of a self invoking function
- The self-invoking function only runs once. It sets the counter to zero (0), and returns a function expression
- The "wonderful" part is that add is now a function and can access the counter in the parent scope.
- This is called a JavaScript closure.

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Ans) Here counter var is closure to the function and we are assign the the function to a object add, so its like now counter is bind with add function so when we call it again and again the counter get incremented and returned

Suppose if you assign the function to "add1" then again one more counter variable is bind with add1 there it is initialized to zero. If we call add1 again it will be incremented.

2. Array methods

```
> var arr1=[1,3,5,7,9];
< undefined
> var arr2=[2,4,6,8];
< undefined
> var arr3=arr1.concat(arr2);
< undefined
> arr3
< ▶ (9) [1, 3, 5, 7, 9, 2, 4, 6, 8]
> function fun1(n){
  if(n%2==0) return true;
  else return false;
}
< undefined
> arr3.every(fun1);
< false
> arr2.every(fun1);
< true
> arr3.filter(fun1);
< ▶ (4) [2, 4, 6, 8]
> function fun2(item,index){
  console.log(""+index+item+" "+(index*item));
}
< undefined
> arr3.forEach(fun2);
01+0
13+3
25+10
37+21
49+36
52+10
64+24
76+42
88+64
< undefined
> arr3.indexOf(3);
< 1
> arr3.join();
< "1,3,5,7,9,2,4,6,8"
```

```

> arr3.join();
< "1,3,5,7,9,2,4,6,8"
> arr3.lastIndexOf(9);
< 4
> function fun3(num){
  return num *2;
}
< undefined
> arr3.map(fun);
✖ Uncaught ReferenceError: fun is not defined
  at <anonymous>:1:10
  (anonymous) @ VM1145:1
> arr3.map(fun3);
< ▶ (9) [2, 6, 10, 14, 18, 4, 8, 12, 16]
> arr3.pop();
< 8
> arr3.push(8);
< 9
> arr3.reverse();
< ▶ (9) [8, 6, 4, 2, 9, 7, 5, 3, 1]
> arr3.slice(1,3);
< ▶ (2) [6, 4]
> arr3.splice(2,0,8,9);
< ▶ []
> arr3.sort();
< ▶ (11) [1, 2, 3, 4, 5, 6, 7, 8, 8, 9, 9]
>

```

3) Create a code/function where I give an input as a string

And it returns true if

a) string starts with lion

b) string ends with cat

c) string has abc (b can be n times, where $n \geq 1$) anywhere in between the string and prints the location

```

> function myfun(a){
  var res=false;
  if(res=/^Lion/.test(a)){console.log("matched at location "+a.match(/^Lion/).index);}
  else if(res=/cat$/.test(a)){console.log("matched at location "+a.match(/cat$/).index);}
  else if(res=/ab+c/.test(a)){console.log("matched at location "+a.match(/ab+c/).index);}
  return res;
}
< undefined
> str="Lion is mani";
< "Lion is mani"
> str1="mani is Lion";
< "mani is Lion"
> str2="Toin is cat";
< "Toin is cat"
> str3="mani abbc hrudhay";
< "mani abbc hrudhay"
> myfun(str);
  myfun(str1);
  myfun(str2);
  myfun(str3);
  matched at location 0
  matched at location 8
  matched at location 5
< true
> myfun(str1);
< false
> |

```

4. Type a function which takes array as an input

a) it'll sort array in ascending order

b) it'll multiply each number by 10

c) it'll return those numbers which are divisible by 3

```

> function myfun(arr){
  arr.sort(function(a, b){return a-b});
  console.log("after sorting");
  console.log(arr);
  arr.forEach(fun1);
  console.log("after multiplying with 10");
  console.log(arr);
  var a=arr.filter(fun2);
  console.log("multiples of 3 are");
  console.log(a);
}

```

```

function fun1(num,i) {
  arr[i]=num*10;}
function fun2(item) {
  if(item%3==0) return true;
  else return false;
}

```

< undefined

```

> var arr=[1,2,3,4,5];
  myfun(arr);

```

after sorting

▶ (5) [1, 2, 3, 4, 5]

after multiplying with 10

▶ (5) [10, 20, 30, 40, 50]

multiples of 3 are

▶ [30]

< undefined

> |

5) Difference between == and === with a small example

“==” will check that values are equal;

“===” will check that values are equal and also check the variable types are equal;

```

> a=0;
< 0
> b="0";
< "0"
> a==b
< true
> a===b
< false

```

