JavaScript (re-study)

Crash Course

Introduction:

1. **Console Web API (search)** – great for debugging
   1. Ex. console.error/warn/log
2. **Not using var** – because of **its globally scope**, if you have an if statement and have variable inside that also have variable outside it could be conflict and cause problems.

* Variables & Data Types

1. Let, const
2. Strings, Numbers, Boolean, null, undefined, symbol
3. **length**, **toLowerCase**, **toUpperCase**, **substring(0, 5), split (‘’**), split(‘,’)

* Arrays

1. Array – Variables that hold multiple values

**Fact**: **Typescript** have a feature that can set a variable to different types of data ex. name = string

1. **fruits[5]** will specifically add variables in array, and **fruits.push** will automatically add variable in the end of array and **unshift** for beginning and **fruits.pop()** to remove the variable in the end of array

**Tip**: don’t forget the execution in the end, variables might not show.

1. Console.log(Array.isArray(‘fruits’)) will tell you a Boolean property if it’s true or false and also console.log(fruits.indexOf(‘oranges’)) will tell you the index of oranges value.

* Object Literals

-key value pairs

**Facts:** You can put object inside object, and also you can put array in object. And at the console log you can specifically log the variables inside the object ex. car.firstName, car.address

**Methods for strings, arrays, objects, etc.**

2. using DISTRACTIORING pulling cars object, so logging will be much shorter

3. You can also add properties, using div css properties ex. car.email =’car@email.com’

4. **ARRAYS OF OBJECTS:** ex. to do list.

**JSON :** is a data format it is used in full stack developer and using API sending data into server, sending and receive in json format (JSON CONVERTER)

**JSON** is probably like object literals the only difference is it has 2 single quoutes

* Loops – for, while for… of. forEach, map

**For** – using for, you need a for first then the variable then the condition and then the incrementation.

**While** (the different of it on for is we set the variable outside)

**Array** {basically it’s just the same in **for** we just need the condition to change into array.

and the best way of doing this is making variable then + of (of your array). Log to todo.id

**forEach –** loops through them (much better from arrow function)

**map –** makes new array from an array

**filter –** allow to creates new array based from the condition

**FACTS :** This is really good manipulating data

Using for (

* Conditionals (if, ternary & switch)

**||** is **or**, and **&&** is **and**

**TIPS :** Always use triple equal or ===

**If statement -** we use variables then ; if and the conditions like x === 10,we traditionally use if and else if, and else.

**Switch -** inside the variable we put case then add value then show using log then add break; in the end.

**TERNARY –** we use **?** for else.

* Functions (normal & arrow)

Function functionName (parameter){execution) then at the end don’t forget to add the variable or given.

**Arrow function –** we use this for shorter code

Bonus: THIS

1. **OOP (OBJECT ORIENTED PROGRAMMING)** (prototypes & classes) – instructing objects / objects with prototypes and classes

Construct object with constructive function – bumuo

Need to be capital at first letter

**constructive function w/ prototypes** needs a lot of code using prototype property and

**constructive function w/ es6 classes** also called as (sintactic sugar) using class property and constructor property

1. DOM Selection

Window- is a parent object of a browser

There are two type of DOM selection (also we can use arrow function in here)

1. Single element selection – we use getElementById or querySelector
2. Multiple element selection – we use querySelectorAll
3. DOM Manipulation

Methods: ul.remove() (we do this after selecting our item)

firstElementChild.remove()

children[1].innerText/textContent/innerHTML = ‘Brad’;

and also for style. Btn.style.background = ‘red’;

1. Events (look for evenlistener mdn)

Instead of function we use (e) so whenever it click it do something after the selecting

We use preventDefault() to avoid stuttering.

We can use queryselector then classname then stle then background to ‘#ccc’

We can also remove and add class name by using .classList then add then the name

1. Basic Form Validation
2. We Select all of our variable first either it’s id or class
3. Then the variable then eventListener , then function
4. Separate function so it will be look more professional
5. In function you can use (e) and also don’t forget to use e.preventDefault() to avoid stuttering
6. Then we can input conditional statement (if, else if, else) and in inside we can put what will be the change
7. Then the conclusion (clear fields) or make things clear

NEED BACKEND THAT INTECTACT WITH DATABASE SOMETHING WITH NODEJS OR PHP OR PYTHON, THEN SEND REQUEST TO FRONT END FROM USING FETCH API OR AJAXX, OR LOCAL STORAGE TO STORE IN USER’S BROWSER

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**Comments**

**Data types and variables**

Undefined, null, Boolean, string, symbol, number, and object

Incrementing = ++

Decrementing = --

Shortcut operation = +=, -=. /=