JavaScript (re-study)

PLURALSIGHT

**WEEK 1 –**

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 datas

Using for (

* Conditionals (if, ternary & switch)

**TIPS :** Always use triple equal

* Functions (normal & arrow)

1. OOP (prototypes & classes)
2. DOM Selection
3. DOM Manipulation
4. Events
5. Basic Form Validation

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**Comments**

**Data types and variables**

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

Incrementing = ++

Decrementing = --

Shortcut operation = +=, -=. /=