

# Introduction to JavaScript – Part Two

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Website Development 2

# Lecture 1 Outline

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- String Manipulation
- Math Object

# String Manipulation

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- Examples of strings are as follows:

```
var string1 = "blue";
```

```
var string2= " Today is Monday";
```

```
var string3 = "12";
```

# String Manipulation

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- String Manipulation allows us to:
  - Combine these strings into a sentence i.e. take these strings and concatenate them into one.
  - Break a string into smaller ones.
  - Convert a string into upper case or lowercase.
  - See if a particular character exists in a string.
  - Find the length of a string.
  - Convert a string into a number.

# String Manipulation

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- In addition to the concatenation operator (+) JavaScript supports several advanced string operations as well.
- These functions are accessed by referring to various methods of the String object.
- Moreover, this object also contains the 'length' property.

# String Manipulation Example

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```
name = "Bhola";  
document.write(" The length of the string 'name' is ",  
               name.length );
```

The length of the string 'name' is 5

# String Methods

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FORMAT: *string.methodName( )*

EXAMPLE:

```
name = "Bhola";
```

```
document.write(name);
```

```
document.write(name.toUpperCase()) ;
```

BholaBHOLA

# String Methods: All Others

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toLowerCase()  
toUpperCase()

charAt(*n*)  
substring(*n*, *m*)

indexOf(*substring*, *n*)  
lastIndexOf(*substring*, *n*)

split(*delimiter*)



# toLowerCase(), toUpperCase()

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```
person = "Bhola" ;  
document.write(person) ;  
document.write(person.toLowerCase());  
document.write(person.toUpperCase());
```

BholabholaBHOLA

## charAt(*n*)

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- Returns a string containing the character at position *n* (note that the position of the 1<sup>st</sup> character is 0).

```
mister = "Bhola" ;  
document.write( mister.charAt(0));  
document.write( mister.charAt(2));
```

Bo

## substring(*n*, *m*)

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- Returns a string containing characters copied from positions *n* to *m* – 1.

```
s = "Bhola" ;
```

```
document.write(s.substring(1, 3));
```

```
document.write(s.substring(0, s.length));
```

hoBhola

## `indexOf(searchstring, n)`

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- Returns the position of the first occurrence of *searchstring*. The search begins at character 0 unless specified by a value of *N*.
- -1 is returned if the *searchstring* is **not** found.

```
s = "Bhola" ;
```

```
document.write(s.indexOf("ola"));
```


```
document.write(s.indexOf("z"));
```

## split(*delimiter*)

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- Returns an array of strings, created by splitting string into substrings, at *delimiter* boundaries.

```
s = "Hello: I must be going!" ;  
data = new Array() ;  
data = s.split(" ") ;  
document.write("<TABLE>") ;  
for( i in data) {  
    document.write("<TR><TD>", data[ i ], "</TD></TR>") ;  
}  
document.write("</TABLE>") ;
```



Hello:  
I  
must  
be  
going!

# Automatic Conversion to Strings

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- Whenever a non-string is used where JavaScript is expecting a string, it converts that non-string into a string.
- Example:
  - The `document.write()` method expects a string (or several strings, separated by commas) as its argument.
  - When a number or a Boolean is passed as an argument to this method, JavaScript automatically converts it into a string before writing it onto the document.

# The '+' Operator

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- When '+' is used with numeric operands, it adds them.
- When it is used with string operands, it concatenates them.
- When one operand is a string, and the other is not, the non-string will first be converted to a string and then the two strings will be concatenated.

# The '+' Operator: Examples

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`document.write(2 + 3) ;`

5

`document.write("2" + "3") ;`

23

`document.write("2" + 3) ;`

23



# Strings In Mathematical Expressions

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- When a string is used in a mathematical context, if appropriate, JavaScript first converts it into a number. Otherwise, a “NaN” is the result.

`document.write("2" * 3) ;`

6

`document.write("2" + 3) ;`

23

# The 'toString' Method

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- The *toString()* method explicitly converts the input to a string.

- **EXAMPLE:**

Convert 100.553478 into a currency format

```
a = 100.553478 ;
```

```
b = a.toString() ;
```

```
decimalPos = b.indexOf(".", 0) ;
```

```
c = b.substring(0, decimalPos + 3) ;
```

```
document.write(c) ;
```

100.55

# Lecture 1 Outline

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- String Manipulation
- Math Object

# JavaScript Math Object

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- In addition to the simple arithmetic operations (e.g. +, \*, etc) JavaScript supports several advanced mathematical operations as well.
- These functions are accessed by referring to various methods of the **Math** object.
- Moreover, this object also contains several useful mathematical constants as its properties. For example Math.PI.

# Methods

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sin(r)  
cos(r)  
tan(r)  
asin(x)  
acos(x)  
atan(x)  
atan2(x, y)

sqrt(x)  
pow(x, y)

exp(x)  
log(x)

round(x)  
floor(x)  
ceil(x)

abs(x)

max(x, y)  
min(x, y)

random()

# sqrt(x)

Returns the square  
root of x

`Math.sqrt(9) → 3`

# pow(x, y)

Returns x raised to  
the power y

`Math.pow(2, 3) → 8`

`round( x )`

Returns  
integer nearest  
to x

1.1  $\rightarrow$  1  
12.5  $\rightarrow$  13  
12.9  $\rightarrow$  13

`floor( x )`

Returns largest  
integer that is  
less than or  
equal to x

1.1  $\rightarrow$  1  
12.5  $\rightarrow$  12  
12.9  $\rightarrow$  12

`ceil( x )`

Returns  
smallest  
integer that is  
greater than or  
equal to x

1.1  $\rightarrow$  2  
12.5  $\rightarrow$  13  
12.9  $\rightarrow$  13

# abs(x)

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Returns the absolute  
value of x

1.1  $\rightarrow$  1.1

-12.5  $\rightarrow$  12.5

0  $\rightarrow$  0



# $\min(x, y)$

Returns the smaller  
of  $x$  and  $y$

$2, 4 \rightarrow 2$   
 $-12, -5 \rightarrow -12$

# $\max(x, y)$

Returns the larger of  
 $x$  and  $y$

$2, 4 \rightarrow 4$   
 $-12, -5 \rightarrow -5$

# random()

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Returns a  
randomly-selected,  
floating-point  
number between 0  
and 1

Math.random( ) →  
0.9601111965589273

## random( ): Example

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- Write JavaScript code that will display the result of the rolling of a 6-sided dice on user command.
- If you want to get a random number between 1 and another number, just multiply the random() method by the uppermost number and add 1 to the total.
- For Example: to generate a random number from 1 to 6:  
**`var mynumber =Math.floor(Math.random()* 6 + 1);`**