Topics Covered List

TYPES

-----------------

1. Number

2. String

3. Boolean

4. Undefined

5. Null

6. Object

nan = not a number

COMPARISONS

-----------------

!==

===

>=

<=

>

<

VARIABLES

-----------------

var

<!-- let (new in ECMAScript 6)-->

<!-- const (new in ECMAScript 6)-->

CONDITIONALS

-----------------

if

else

else if

<!-- ternary operator -->

<!-- switch -->

LOGICAL OPERATORS

-----------------

&&

||

!

FUNCTIONS

-----------------

var a = function name() {}

function name() {}

return

<!-- () => (new in ECMAScript 6) -->

DATA STRUCTURES

-----------------

Array

Object

Loops

-----------------

for

while

do

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Code:Data Structure Objects

/ function table(a,b) {

// if (a > 10 || b > 10) {

// return "A or b is higher than 10"

// } else {

// return (a\*b);

// }

// }

// table(2,3)

// parameter vs argument

var list = ["item1","item2", "item3", "item4"]

var object = {key1:'item1',key2:2,key3:false}

var player = {

name: 'Tendulkar',

age: 28,

height: 5.7,

married: true,

fields: ['batting','bowling','fielding','wicket\_keeping'],

shout: function() {

console.log('Shaba shaba take it easy');

}

}

var fields = ['batting','bowling','fielding','wicket\_keeping']

var object\_holder = [{

name: 'Tendulkar',

age: 28,

height: 5.7,

married: true,

fields: ['batting','bowling','fielding','wicket\_keeping']

},

{

name: 'Dhoni',

age: 28,

height: 5.7,

married: false,

fields: ['batting','bowling','wicket\_keeping']

}

]

// console.log(list[0])

// console.log(list[1])

// console.log(list[2])

// console.log(list[3])

// var num = [1,2,3,4,5]

// var fun = [ function bye() {console.log('Apple bye')}, function chao() {console.log('Apple chao')}]

// var boolean = [true,false,false, true]

// var mixed\_list = [2,'string',false,function bye() {console.log('Apple bye')} ]

// var list\_holder = [num,fun,boolean,mixed\_list]

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CODE:Social Media Website\_Part1

var database = [

{

username: 'Mohsin',

password: '123'

}

];

var newsFeed = [

{

username:'john',

timeline:'Yeah i am so exited'

},

{

username:'Tommy',

timeline:'Yeah i am so tired'

}

];

var userNamePrompt = prompt('Please enter you username');

var passwordPrompt = prompt('Please enter you password');

function signIn(user,pass) {if

(user === database[0].username &&

pass === database[0].password ) {

console.log(newsFeed);

} else {alert('Your password and Username does not match')}

}

signIn(userNamePrompt,passwordPrompt)

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Code:JavaScript Terminology

//function declaration

function thisfunction() {

};

// function expression

var newfunction = function thisfunction() {

};

// Expression

var a = b + c;

//calling or invoking a function

prompt();

alert();

//Assign a Variable

var a = true;

// Function vs Method

function thisfunction(){

}

//Access

thisfunction()

//Method

var obj = {

thismethod:function()

}

}

//Access

obj.thismethod();

================================================

var reminder = [

"wake up ",

"Brush teech ",

"take shower",

"Go to University",

"Go to play",

];

for (var i=0; i < reminder.length; i++) {

reminder[i] = reminder[i] + " Mohsin" ;

}

//While Loop

// var counter = 0;

// while(counter > 10) {

// console.log(counter);

// counter++

// }

//do

var counterone = 10;

do {

console.log(counterone);

counterone--;

}while (counterone > 0);

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Code:JAVA

var database = [

{

username: 'Mohsin1',

password: 'pass1'

},

{

username: 'Mohsin2',

password: 'pass2'

},

{

username: 'Mohsin3',

password: 'pass3'

},

];

var newsFeed = [

{

username:'john',

timeline:'Yeah i am so exited'

},

{

username:'Tommy',

timeline:'Yeah i am so tired'

}

];

var userNamePrompt = prompt('Please enter you username');

var passwordPrompt = prompt('Please enter you password');

function ValidUser(user,pass){

for (i=0; i<database.length; i++){

if (database[i].username ===user &&

database[i].password===pass){

return true

}

}

return false

}

function signIn(user,pass) {

if (ValidUser(user,pass)){

console.log(newsFeed);

}

else

{

alert('Your password and Username does not match')

}

}

signIn(userNamePrompt,passwordPrompt)

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DOM Common Selectors

Following are the common DOM Selectors

getElementsByTagName

getElementsByClassName

getElementById

querySelector

querySelectorAll

getAttribute

setAttribute

##Changing Styles

style.{property} //ok

className //best

classList //best

classList.add

classList.remove

classList.toggle

Bonus Command

innerHTML

parentElement

children

##It is important to CACHE selectors in variables

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Please Download Files HERE used in Upcoming Lectures

Usefull Links

https://developer.mozilla.org/en-US/docs/Web/HTML/Element/input/color

https://www.w3schools.com/cssref/func\_linear-gradient.asp

Resources for this lecture

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CODE:Scope

// Root Scope window

var test\_variable = "test";

function test\_varibale\_1() {

//child scope

var test\_variable = "test\_1";

console.log(test\_variable)

}

function test\_varibale\_2() {

//child scope

var test\_variable = "test\_2";

console.log(test\_variable)

}

function test\_varibale\_3() {

//child scope

test\_variable = "test\_3";

console.log(test\_variable)

}

console.log(test\_variable);

test\_varibale\_1();

test\_varibale\_2();

test\_varibale\_3();

console.log(test\_variable);

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CODE:Advanced Flow Control Ternary Operator.

//Flow control

//if

//else

//elseif

ternary Operator

//Switch

condition ? expresion1 ! expresion 2

function isUservalid(bool){

return bool;

}

var login = isUservalid(true) ? "Login success" : "Login Denined"

var answer = "your account is " + isUservalid(true) ? "blablaaccount" : "Not exist"

if function(true)

return "uservalid"

else

return not valid

=======================================================

CODE:Advanced Flow Control Switch Statement.

/else

//elseif

ternary Operator

Switch

condition ? expresion1 ! expresion 2

function motion(direction) {

var move;

switch (direction) {

case "up":

var move = "You are flying";

break;

case "down":

var move = "You are going down";

break;

case "right":

var move = "You are moving right";

break;

case "left":

var move = "You are you are moving left";

break;

}

return move;

}

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CODE:ES5&ES6 part\_1 and Part2

// //let + const

const player = "player1"

let life1 = 100;

let level1 = true;

if (life1 > 80) {

let level1 = false;

console.log('inside',level1)

}

console.log('outside', level1)

const player = "player1"

var life2 = 100;

var level2 = true;

if (life2 > 80) {

var level2 = false;

console.log('inside',level2)

}

console.log('outside', level2)

consta a = function() {"very fixed that i will use in other functions"}

const obj = {

a : "a",

integer : 10,

bool : true

}

//Destructure

const obj = {

a : "a",

integer : 10,

bool : true

}

const a = obj.a;

const integer = obj.integer;

let bool = obj.bool;

const {a,integer} = obj

let {bool} = obj

//Dynamic Propery values,

const name = "john Dovy";

const obj1 = {

[name] : 'Good morning',

[2+2]:'this is four'

}

const obj2 = {

a,

b

}

const name1 = "John";

const age1 = 23;

const city1 = "london";

//const hello = "This is" + myname + "He is "+ age + "lives in " + city

const hello3 = `This is ${name1} he is ${age1} livesin ${city1}` ;

function hello4(name1 = 'Dana White',age1= 45, city1 = 'Newyork'){

return `This is ${name1} he is ${age1} livesin ${city1}` ;

}

//Arrow functions

function subt5(a, b) {

return a-b

}

const subt4 = (a,b) => a - b;

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Code:Advanced Functions

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//Closure

const first = () => {

const test = "Hi i am in first";

const second = () =>{

const var2 = "my var"

alert(test);

}

return second;

}

const thirdfun = first()

newFunc();

//carrying

const fun1 = (a,b) => a\*b;

const carryfun1 = (a) => (b) => a\*b;

const result = carryfun1(3)

//Compose

const compose = (fun1,fun2) =>(output)=>fun1(fun2(output));

const cube = (num) =>num\*2;

compose(cube,cube)(3);

//

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