

Javascript ---- var, let, const , switch-case , if-else , for , while ,  
String = primitive and object , how to convert string object to string primitive  
= **valueOf**  
String API = charAt , substring, slice, toUppercase , concat  
comparison using == and ===  
Data types in javascript = number, string, object, boolean , undefined  
How to define a function in JS ?  
function nameoffunc(para1, para2 )  
{  
    return "rrr"  
}

#### **Client Side JS = JS embedded in HTML**

How to embedd the JS in HTML = <script >

We can write JS code directly in the script - we prefer to write code in the function so that we can call it whenever we want.

Gets inbuilt object = **document**

Document object represents the **DOM**

All the nodes of the DOM are elements in the document object that can be accessed by

**document.getElementById("id")**

Once we get the the element - we can change the body or the attributes of that element

```
element.innerText = "" //change the body of the
element/tag/DOM node
element.innerHTML = "" //change the body of the element
element.value =12 // change the "value" attribute of the
element
```

---

JS events = there are some predefined events in Client Side JS  
onclick , onchange, oninput , onkeyup , onenter,..... }}} check out w3  
schools to get the list of client side JS events . ( ROLL NUM 1 )

Whenever the even occurs we may want to HANDLE THE EVENT . So we register the call to the event handler .

< button **onclick="handler() "** > OK < /button>

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CSS - inline CSS ( add the style attribute in the tag )  
- internal CSS ( add the <style> tag in the <head>

#### **Selectors in style tag in CSS**

**Selector** --- identifies the HTML Element on which the CSS properties are to be applied

1. Html element selector = name of the html tag

```
<style>
label
{
    ...properties apply to all labels on my page
}
```

</style>

2. ID selector = HASH and id -- selects the html element having this particular ID

<style>

#p1

{

.....properties apply to the particular element identified by p1

}

</style>

3. Class selector = DOT and classname in the style tag ---- it is applied to all the elements that use class attribute with this classname

<style>

.myFav

{

Properties

}

</style>

TO apply <input class="myFav" ...../>

4. Universal selector = STAR ---- this should be written as the first selector . It applies to all tags

If the tags have theie specific selectors

Union of universal-selector and specific-selector and the common properties are taken from the specific-selector( specific selector overrides the universal selector for common properties )

<style>

\*{

Properties applicable to all

}

</style>

4. Grouping selector ----

<style>

p,span,div {

properties are applicable to all <p> <span> <div>

}

5. Nested selector ----- tag1 tag2 tag3 = applies to tag3 that is in the body of tag2 which is in the body of tag1 .

<style>

pre input{

properties are applicable to all <input> tags inside the <pre> tag

}

</style>

---

CSS style

1. Inline CSS

2. Internal CSS

3. External CSS = Provide the CSS outside the HTML

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#### Arrays in Javascript -----

Array is an object in JS	
we can enter any type of data in the array at a time	
How to see the length of array	Property    length
How to add to array	push
How to delete from array	pop() , splice(start,delcount)
How to change value at index l	arr[i]=value
How to insert element in between ?	splice(start,0,"alpha","beta" )
How to search whether an element is in the array	indexOf

