

Type System

15 July 2014 14:19

```
var a = 10;  
console.log(typeof(a))
```

```
a = "GS, Bangalore";  
console.log(typeof(a));
```

```
a = false;  
console.log(typeof(a));
```

```
console.log(typeof(b));
```

```
var c=null;  
console.log(typeof(c));
```

```
var x = 10;  
console.log(typeof(x));
```

```
var y = "100";  
console.log(x+parseInt(y));
```

```
var z = "100isIBMsAge";  
console.log(parseInt(z));
```

```
var z1 = 10 * z;  
console.log(z1);  
console.log(typeof(z1));
```

Comparison Operators

15 July 2014 14:22

```
var x = 10;  
var y = "10";
```

```
console.log(x == y);  
console.log(x === y);
```

```
var a = 20;  
var b = "20";
```

```
console.log(a != b);  
console.log(a !== b);
```

```
>>> var x = 10; var y = "10"; console.log(x == y); ...0"; console.log(a !=  
b); console.log(a !== b);  
true  
false  
false  
true
```

Arrays in Javascript

15 July 2014 14:35

```
var names = [];  
var names = new Array();  
  
names = ["A", "B", "C", "D", "E"];  
  
//for(var item in names) {  
//  console.log(names[item]);  
//}  
  
console.log('Using Foreach ...');  
  
for each(var name in names)  
  console.log(name);  
  
names[10] = "GS";  
  
console.log(names.length);  
console.log(names);  
  
delete names[10];  
  
console.log(names.length);  
console.log(names);  
  
var values = [];  
  
for (var counter=0;counter<=10;counter++)  
  values.push(counter.toString());  
  
console.log(values);  
  
var totalNoOfItems = values.length;  
  
for(var counter=0;counter<totalNoOfItems;counter++)  
  console.log(values.pop());  
  
console.log(values);  
  
var complexArray =  
  [  
    [ 10, 20, 30 ],  
    [ "A", "B", "C", "D", "E" ],  
    { id: 10, name: 'Ram' }  
  ];  
  
console.log(complexArray);
```

Error and Exception Handling

15 July 2014 14:42

```
var v = v || 10;
```

```
try {  
  if(v <= 10)  
    throw new Error("Invalid Value Initialized!");  
} catch(error) {  
  console.log("Error Occurred, Details : " + error.message);  
} finally {  
  console.log('Finally Program Completed!');  
}
```

// GOOD PRACTICE

```
console.log('Using custom objects in TRY .. CATCH ..');
```

```
try {  
  if(v <= 10)  
    throw {  
      id: 10,  
      message: 'Invalid Value',  
      system: 'browser'  
    };  
} catch(error) {  
  console.log(error.id + ', ' +  
    error.message + ', ' + error.system);  
}
```

Functions - Simple

15 July 2014 14:53

```
function add(x, y) {
  var result = 0;

  if(x && y)
    result = x + y;

  return result;
}

var output = add(10,20);
console.log(output);

var output1 = add(10);
console.log(output1);

var output2 = add(10,20,30,40,50);
console.log(output2);

var addEx = function() {
  var parameters = arguments;
  var result = 0;

  for each(var parameter in parameters)
    result += parameter;

  return result;
};

// This overwrites addEx function
//var addEx = function() {
//  console.log('Gone!');
//};

console.log(addEx(10,20,30,40,50));
console.log(addEx(10));
console.log('End of App!');
```

Self-Invoking Functions

15 July 2014 14:59

```
(function () {  
    console.log('Initialization Completed ...');  
})();
```

```
var obj1 = (  
    function() {  
        var obj = {id:10};  
        console.log('Initialization Completed ...');  
        return obj;  
    })();
```

```
obj1.id = 20;
```

```
console.log(obj1.id);
```

Identifier function caller details

15 July 2014 15:05

```
function A() {  
  console.log('A is working ...');  
  
  var caller = A.caller;  
  
  if(caller) {  
    console.log(caller.toString());  
    console.log('Who called me ? ... ' + caller.name);  
  }  
}  
  
function B() {  
  console.log('B is working ...');  
  
  A();  
}  
  
B();  
  
var sourceCode='function X() { return 10; } X();';  
eval(sourceCode);
```

Functions that accept functions as callbacks

15 July 2014 15:16

```
var processOrder = function(
  orderId, orderDate, ccNumber, orderValue, ccValidationCallback) {

  var MIN_ORDER_VALUE = 1;

  var validation = orderId && orderDate && ccNumber && orderValue &&
    orderValue >= MIN_ORDER_VALUE;

  if(!validation)
    throw new Error("Invalid Arguments Specified!");

  var processingStatus = false;

  if(ccValidationCallback && typeof(ccValidationCallback) == 'function') {
    processingStatus = ccValidationCallback(ccNumber);

    console.log("Processing Completed ...");
  }

  return processingStatus;
};

var processingStatus = processOrder(
  'ORD10001', new Date(), 'VISA-1111-1212-1212', 1200,
  function(ccNumber) {
    var TOTAL_CC_LENGTH = 19;
    var validationStatus = ccNumber &&
      ccNumber.length == TOTAL_CC_LENGTH &&
      ccNumber.startsWith("VISA");

    return validationStatus;
  });

console.log('Processing Status : ' + processingStatus);
```


Functions that return functions

15 July 2014 15:23

```
function getData(downloadUrl) {  
    console.log('Connecting the Server ... URL .. ' + downloadUrl);  
  
    var buffer = 0;  
  
    return function() {  
        console.log('Returning Latest Data ...');  
  
        return buffer++;  
    };  
};  
  
var getDataRef = getData('http://services.gs.com/customers');  
  
console.log('Data : ' + getDataRef());  
console.log('Data : ' + getDataRef());  
console.log('Data : ' + getDataRef());  
console.log('Data : ' + getDataRef());  
console.log('Data : ' + getDataRef());  
console.log('Data : ' + getDataRef());
```

Understanding Closure

15 July 2014 15:32

```
function Iterate() {
    var parameters = arguments;

    if(!parameters)
        throw new Error('Invalid Arguments Specified!');

    var currentIndex = 0;
    var totalItems = parameters.length;

    return {
        get: function() {
            return parameters[currentIndex++];
        },
        moveNext: function() {
            var isValueAvailable = currentIndex >= 0 &&
                currentIndex < totalItems;

            return isValueAvailable;
        }
    };
};

var iterator = Iterate(10,20,30,40,50);

try {
    while(iterator.moveNext()) {
        console.log(iterator.get());
    }
} catch(error) {
    console.log('Error Occurred .. ' + error.message);
} finally {
    console.log('Iterator completed!');
}
```