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DEV TIPS

# Complete Javascript In 10 Slides

JS

 *Complete Tutorial Of Javascript* →

Developer With Coffee  
@developerwithcoffee

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Shahanwaz 🙌  
@imshahanwaz



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## Javascript

- It is a scripting language for web.
- Used to make web pages alive.
- Programs written in it are called **scripts**.
- With **.js** file extension

## First Program



```
console.log("Hello world!");
```

To run it we have several options-

- Install **Node.js** and run node file.js in terminal.
- On browser's console
- Online JS code editor



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## Fundamentals

### Variables

Using **let**

```
let user = "John";
```

Using **var** (old way)

```
var message = "Read it!";
```

### Constants

```
const LANGUAGE = "JS";
```

### Loops

**while**

```
while(condition) {  
  code  
}
```

**for**

```
for(begin;condition;step){  
  code  
}
```

Value can't be changed!

📌 It is optional to add **semi-colon** at the end of statement in JS.



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## Functions

- Main building block of the program
- 2 ways to define function
  - a. With **function** keyword
  - b. **Arrow functions**

## Simple Functions



```
function(name, age) {  
  console.log(name + "is" + age + "years old.");  
}
```

## Arrow Functions



```
let func = (name, age) => {  
  console.log(name + "is" + age + "years old.");  
}
```



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## Classes

- It is code template used to create objects.

```
class User {  
  constructor(name) {  
    this.name = name;  
  }  
  sayName() {  
    console.log(this.name);  
  }  
}
```



```
let user = new User("Tim");  
user.sayName(); // Tim
```

## Objects

- Stores key-value pair
- Like a dictionary

```
let user = {  
  name: "John",  
  age: 30  
}
```

## JSON

- Javascript Object Notation
- Contains data just like objects

```
{  
  "user": "John",  
  "age": "12",  
}
```



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## Error Handling

- Allows us to catch errors from scripts.

```
try {  
  // code  
} catch(error) {  
  // error handling  
}
```

## Regular Expression

- Provides a way to search and replace in text.
- **RegExp** object is used for it. (OR in between **slashes**)

```
regexp = new RegExp("pattern", "flags");
```

```
regexp = /pattern/; // no flags
```





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## Include JS In HTML

External JS

```
...  
<body>  
  ...  
  <script src="index.js">  
</body>  
...
```

Inline JS

```
...  
<body>  
  <button  
    onclick="alert('hi')"  
  >Click</button>  
</body>  
...
```

Embedded JS

```
...  
<body>  
  <script>  
    console.log("hi");  
  </script>  
</body>  
...
```

## Module

- Helps us to split JS code into multiple files

```
<script type="module"> ... </script>
```



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## DOM

- Document Object Model
- It represents all page content as objects of web page.
- **document** object is main entry point to the page.



```
let para = document.getElementById("para");  
para.style.color = "grey";
```

## BOM

- Browser Object Model
- Additional objects provided by browser



```
console.log(location.href); // current URL
```





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## Events

- Action that may happen from input and to react on it.
- For example user clicks a button to submit form.
- **addEventListener()** method is used to create events.



```
// Select a DOM element  
let btn = document.querySelector("button");
```



```
// Add Event Listener  
btn.addEventListener("click", () => {  
  btn.style.background = "grey";  
  btn.style.color = "white";  
})
```

🧐 I hope you got something out from this. There are so many other topics to be covered but this is for beginners who are starting out in web dev.