**JavaScript Algorithm and Data structure Notes**

RPG Game

console.log(“Hello World”);  
  
- In javaScript there should be no space between line of codes and the semi-colon that end them. So let name=”alex” ; will cause an error.

- the script tag should always be added at the end of the html document ( just before the body closing tag, </body>). This is because if the script tag is placed at the top, the javascript file will run before the html body is loaded. All queries done by the js file on the html will then be null since it hasn’t been loaded yet.

- JavaScript interacts with html using the **Document Object Model , DOM.** The DOM is a tree of objects that represent the html. You can access the html using the document object which represent your entire html document

Query selector()

It is used to find specific html elements in your document. It takes as parameter or argument a CSS selector and **returns the first element that matches that selector.**  
*Ex: let monsterHealth = document.querySelector(“#monsterHealth”);*

The above will select what ever element in html document who has *monsterHealth* as id. In this case *#monsterHealth* By selecting it, we have the possibility of changing it’s content , color, transform etc.. In short we will have access to all of it’s attributes.

Note that when it comes to styles you have to pass through the style class of the the element selected. Eg **paragraph.style.display = ‘block’.**

For buttons who have even more interesting properties like **onclick**, we will be able to define or assign actions that occure when they are clicked.

*Button2.onclick = buttonaction;*

The above defines what happens when button2 is clicked. It assigns the function buttonaction to the onclick event.

**.innerText** class is used to access the Text content of an html element.

**Objects** are declared in javascript like this : **{}** 🤔 This is weird🤔.

*newObject = {name = “anderson”, age=21, “favorite color” =”blue” }*

That his how to declare and set the attributes of an object in javascript. Notice there is no semicolon the end of variable declarations. It’s almost like python dictionaries. We can also assign functions to object variables.. insane.

Just look at this extract

**const locations = [**

**{**

**name: "town square",**

**"button text": ["Go to store", "Go to cave", "Fight dragon"],**

**"button functions": [goStore, goCave, fightDragon],**

**text: "You are in the town square. You see a sign that says \"Store\"."**

**}**

**];**

#Saturday rest day

Variable +=1 or Variable ++ in js.

If a variable is declared inside a block of code, it is only accessible to the code inside that block. It is called block scope.

Variables in javascript follow the block scope way. If you declare a variable inside an if, it remains in that if bla bla..

**Shift()** method removes the first element in an array and returns it.

Discover functions like .math() function which has mathematical functions, .floor() which rounds a given number down to the nearest integer. Etc.

The **innerHTML** property allows you tu access or modify the content inside an HMTL element using JavaScript.

The difference between .**innerText** and **.innerHTML**  is that innerText will only redefine the text of the element say a paragraph. On the other hand the innerHTML will not only put the text assign but also consider the html in the text assign. For instance via the .innerHTML , you could assign ‘The text is <strong>Bold</strong>’ to an element and the <strong> will actually apply . This will not be the case with .innerText.

This is how to call functions in conditions :

if (isMonsterHit()) {

   }

On

The logical OR operator will use the first value if it is truthy – that is, anything apart from NaN, null, undefined, 0, -0, 0n, "", and false. Otherwise, it will use the second value.

For example: num < 10 || num > 20.

**\n** Just like in c and c++ , it pushes any new content to new line.

**.push()** // adds element at the end of a list

**.pop()** // deletes element at the end of a list and return

**.shift()** // does the inverse of pop() ie. Removes first element of list and returns it.

**.includes(*value*)** // checks weather value passed in the brackets is in the list. It is the equivalent of ‘ value in list ‘ in python

That is it for arrays.

**Math.floor()** //rounds down to the nearest integer  
**Math.ceil()** // rounds up the number to the nearest integer  
**Math.random()** //gives a random number between 0(inclusive) and 1(exclusive)

That was it for that section.

Give your button element a type attribute set to button to prevent automatic form submission.

In programming, it is a **standard** practice to prefix a variable with **has**  or **is**  to indicate that it is a boolean.

Javascript kind of receives everything like a string. So wheather you defined a number in the html form or whatever, it will always arrive in js as string.

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

    if (!["+", "-", " "].includes(strArray[i])) {

      cleanStrArray.push(strArray[i])

    }

  }

**Regular expressions (regex)**

In regex, shorthand character classes allow you to match specific characters without having to write those characters in your pattern. Shorthand character classes are preceded with a backslash (\). The character class \s will match any whitespace character. Add this to your regex pattern.

const regex = /\+-/;

**\s** is used to represent space.

Use **\** to skip shorthand characters. Eg \+  
enclose class characters in square brackets   
 The g flag, which stands for "global", will tell the pattern to continue looking after it has found a match. Here is an example:

const regex = /[0-9]/; //matches string with numbers from 0 to 9.

The + modifier in a regex allows you to match a pattern that occurs one or more times. To match your digit pattern one or more times, add a plus after each of the digit character classes. For example: [0-9]+

Const regex = /\d/; // stands for ‘any digit’

Strings have a .match() method, which takes a regex argument. .match() will return an array of match results – containing either the first match, or all matches if the global flag is used.