



# Some JS concepts

By Prakash Shrestha



## 1. Concatenation

There are three ways to concatenate strings in JavaScript

- a. The + Operator
- b. String#concat()
- c. Array#join()



## The + operator

```
let a = "hello"
```

```
let b = 5;
```

```
let c = 10;
```

```
let d = "11"
```

```
console.log(a+b)    //hello5
```

```
console.log(b+c)    //15
```

```
console.log(c+d)    //1011
```

```
console.log(a+d)    //hello11
```



## String#concat()

```
let a = "hello"
```

```
let b = 5;
```

```
const e = a.concat(' ola ', 'hi')
```

```
console.log(e); //hello ola
```




## Array#join()

```
let f = ['Hello', ' ', 'World'].join(''); // 'Hello World'
```

```
console.log(f)
```

## 2. Given, a = 5; b = 6; c = "chaturdev"; sum = b - a;



```
var earn = 5;  
var expense = 6;  
var c = "Chaturdev";  
var sum = expense-earn;
```

```
else{  
    var profit = earn - expense;  
    return profit;  
}
```

output

Chaturdev made a profit of 5 and a loss of 6 with a loss of -1. We calculated sum of 1 which is wrong.

```
var isProfit = function(){  
    if(expense < earn){  
        var loss = expense -earn;  
        return loss;  
    }  
}
```

```
console.log(` ${c} made a profit of  
${earn} and a loss of ${expense} with  
a loss of ${isProfit()}. We calculated  
sum of ${sum} which is wrong.`)
```



### 3. Reverse String

```
let str = "pallindrome"
let newString = "";
for (let i = str.length - 1; i >= 0; i--) {
  newString += str[i];
}

console.log(newString)    //emordnillap
```



## 4. (education) → no of consonants, no of variables

```
let str = "education";  
var countConsonants = 0;  
var variable = 0;
```

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

```
  if (str[i] == "a" || str[i] ==  
"e" || str[i] == "i" ||  
    str[i] == "o" || str[i] ==  
"u") {  
    variable++;  
  }
```

```
  else{  
    countConsonants ++;  
  }  
}  
console.log( "no of  
consonants in string is " +  
countConsonants);  
console.log("no of variable  
in string " + variable);
```

Output

no of consonants in string  
is 4

no of variable in string 5





## Return and Break

`break` is used to exit (escape) the for-loop, while-loop, switch-statement that you are currently executing.

`return` will exit the entire method you are currently executing (and possibly return a value to the caller, optional).



# Scope

```
var a = 1;
let b = 2;
const c = 3;

function sum(){
  var a = 10;
  b = 20;
  // c = 30; //not possible

  console.log(a, b, c);
}
var a = 5;
// let b = 6; // not possible
console.log(a, b)

sum();
```



## 5. Array mapping

`map()` creates a new array from calling a function for every array element.

`map()` calls a function once for each element in an array.

`map()` does not execute the function for empty elements.

`map()` does not change the original array.



## 6. Array Function

```
let n = 5;
let string = "";
// External loop
for (let i = 1; i <= 5; i++) {

    for (let j = 1; j <= 5 - i; j++) {
        string += " ";
    }
    // printing star
    for (let k = 0; k < 2 * i - 1; k++) {
        string += "*";
    }
    string += "\n";
}
console.log(string);
```



## 7. Array Check

[2, 17, 6, 3, 12, 9, 8]

- a. Ascending
- b. Odd
- c. Even



## a. Ascending

```
let myarray = [2, 17, 6, 3, 12, 9, 8];  
console.log(  
  myarray.sort(  
    function (a, b) {  
      return a - b;  
    }  
  )  
)
```



## B. odd

```
console.log("even numbers are:")  
myarray.forEach((el) =>{  
  if(el%2 == 0){  
    console.log(el)  
  }  
})
```



## C. Even

```
console.log("odd numbers are:")  
myarray.forEach((el) =>{  
  if(el%2 !== 0){  
    console.log(el)  
  }  
})
```





## 9. Null and Undefined

- a. Undefined means a variable has been declared but has not yet been assigned a value
- b. Null is an assignment value. It can be assigned to a variable as a representation of no value

```
var testVar;
```

```
alert(testVar); //shows undefined
```

```
alert(typeof testVar); //shows undefined
```

```
var testVar = null;
```

```
alert(testVar); //shows null
```

```
alert(typeof testVar); //shows object
```