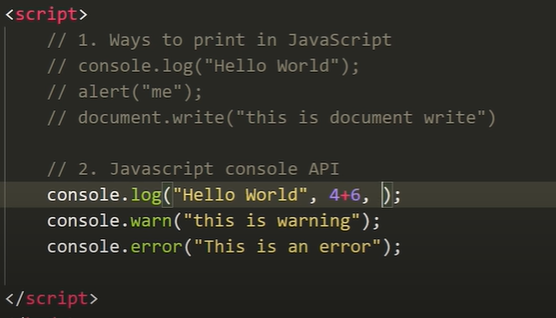
**Javascript notes –Prakash**

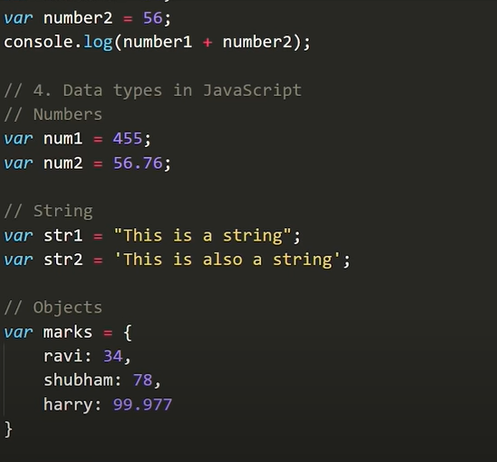
* Javascript engine at ur browser , **CHROME –V8**

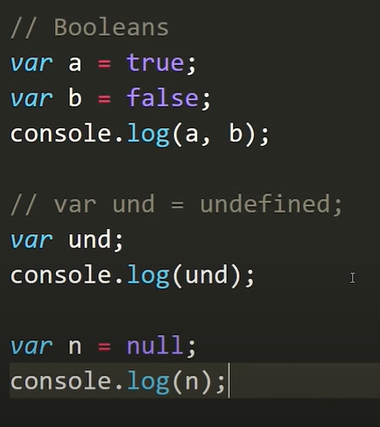
**mozilla firefox- Spidermonkey**

1. Ways to print in javascript:



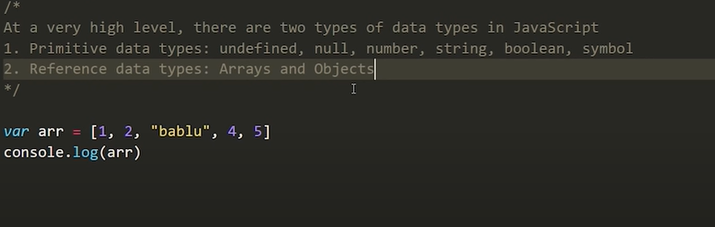
1. Variables in javascript:

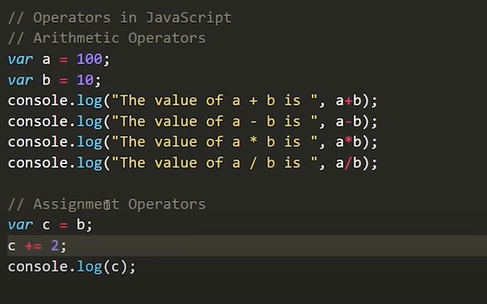




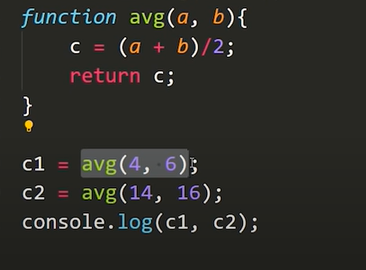
**Undefined** (no value assigned)

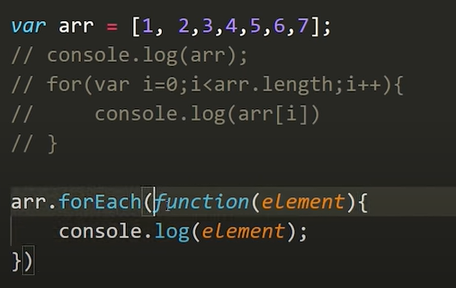
**Null** (user don’t want any value their)

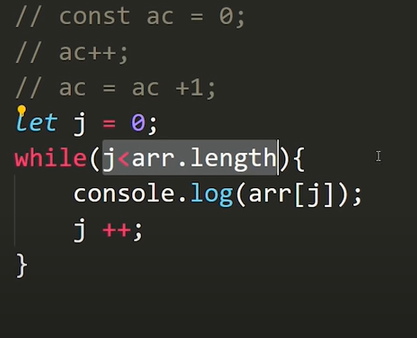


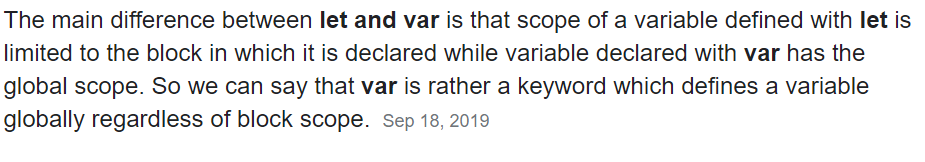


**Functions in JavaScript’s:**

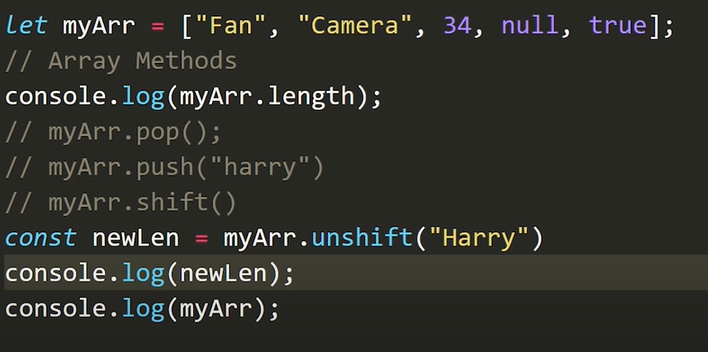






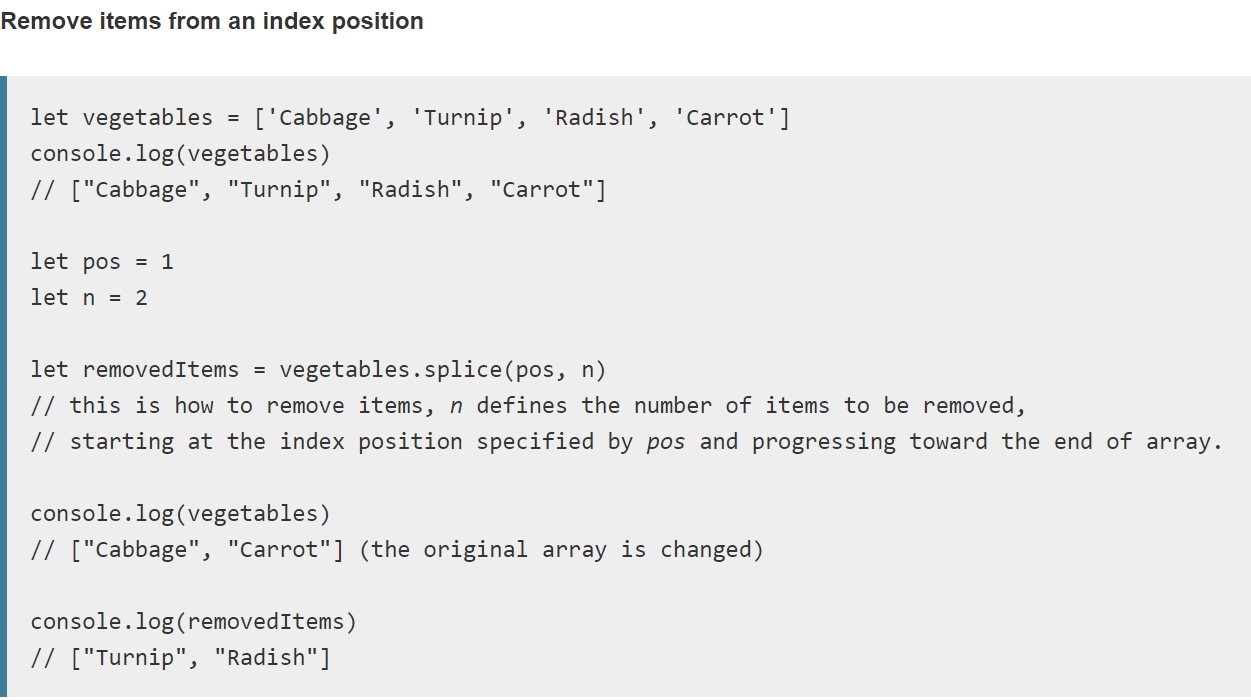


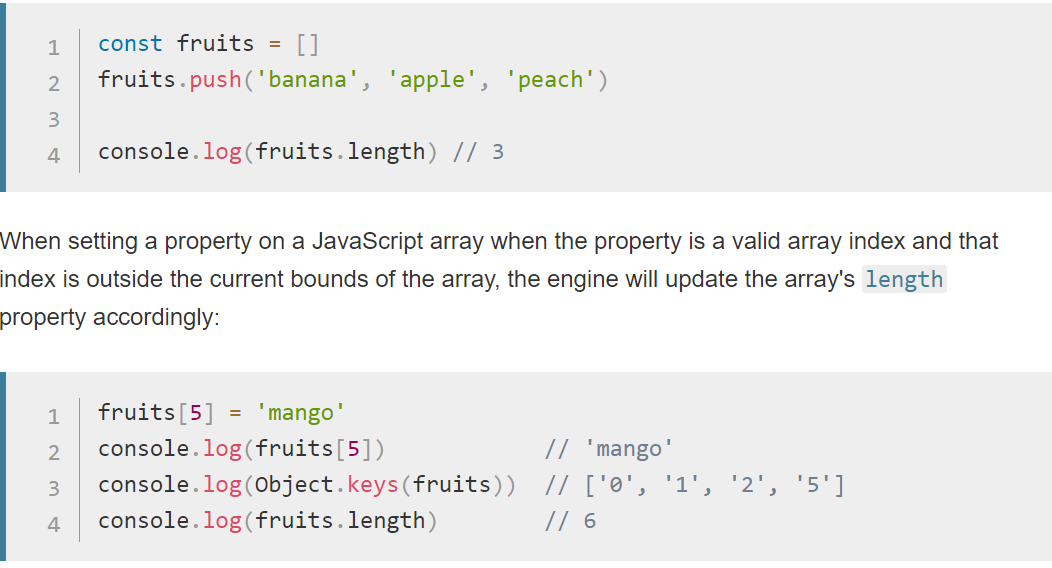
Array Methods:

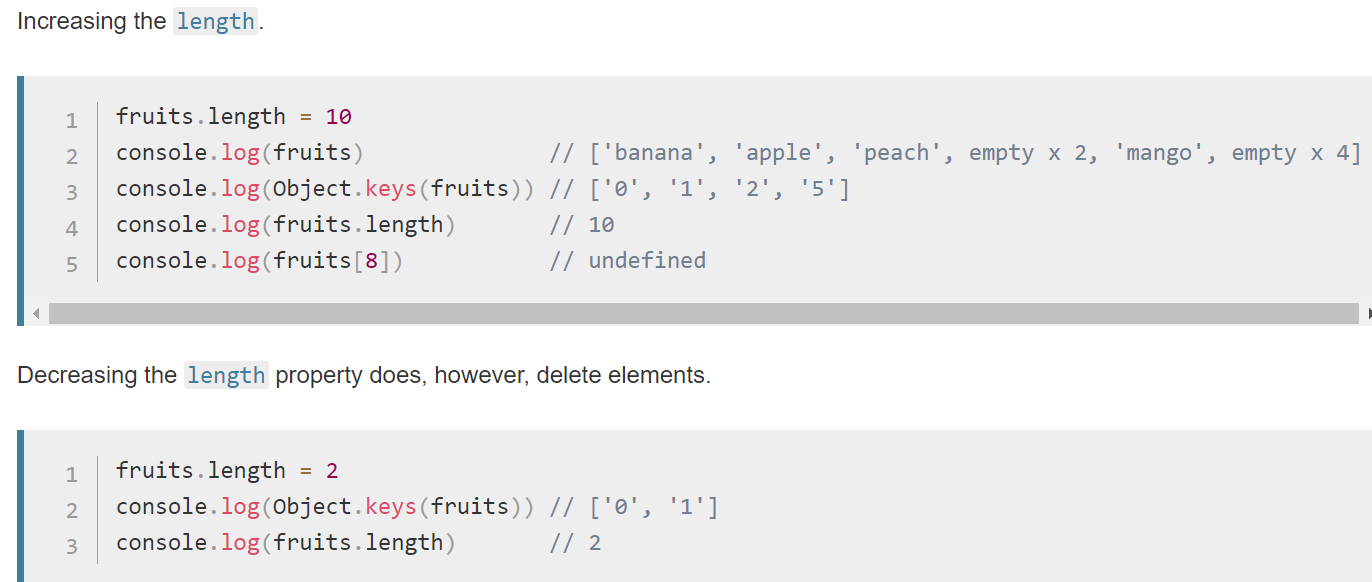


* Myarr.sort();
* Myarr.length;
* Myarr.toString();

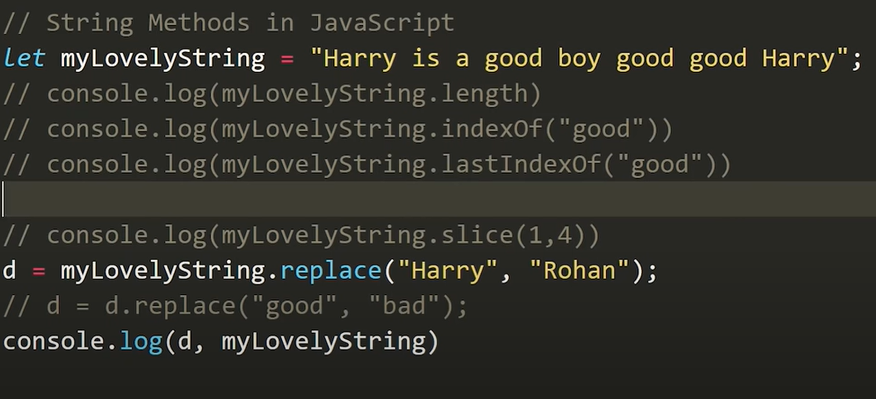


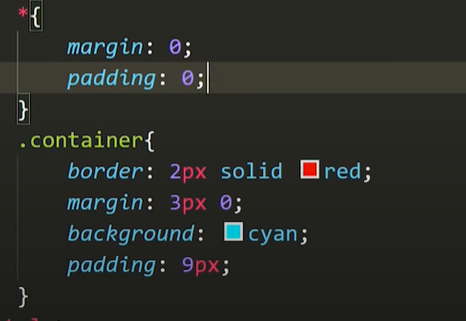






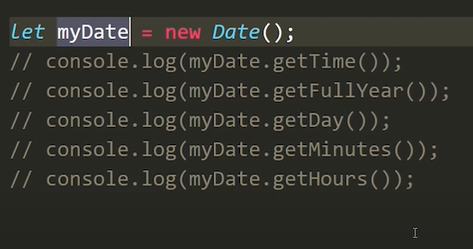
**String Methods in JavaScript:**





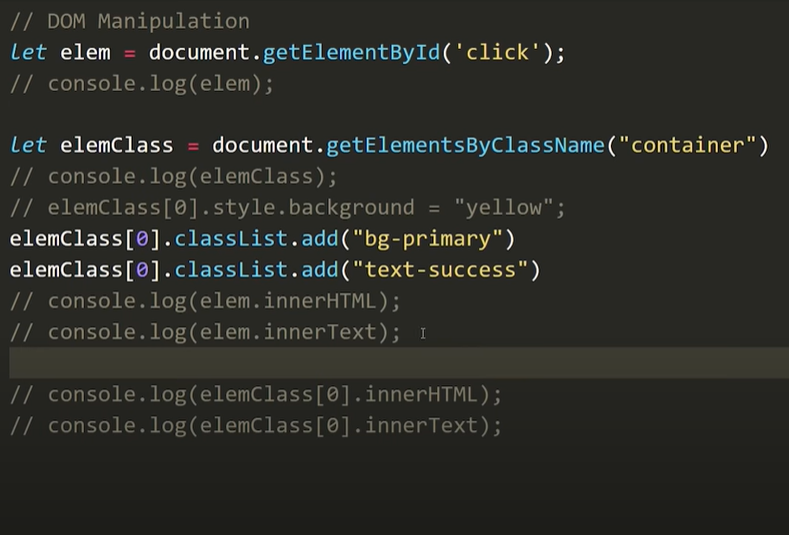


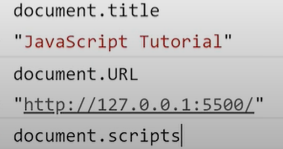
Date:



**DOM**

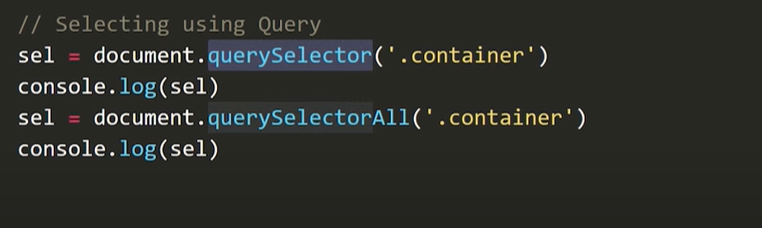








**Select element in the same way css do:**

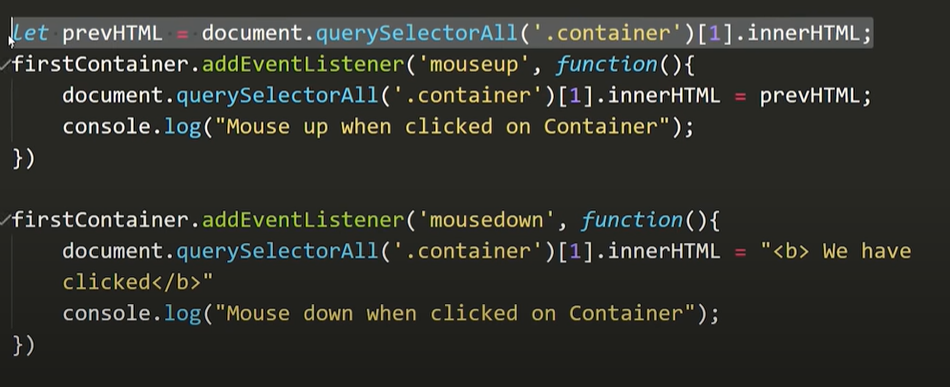


**Events:**

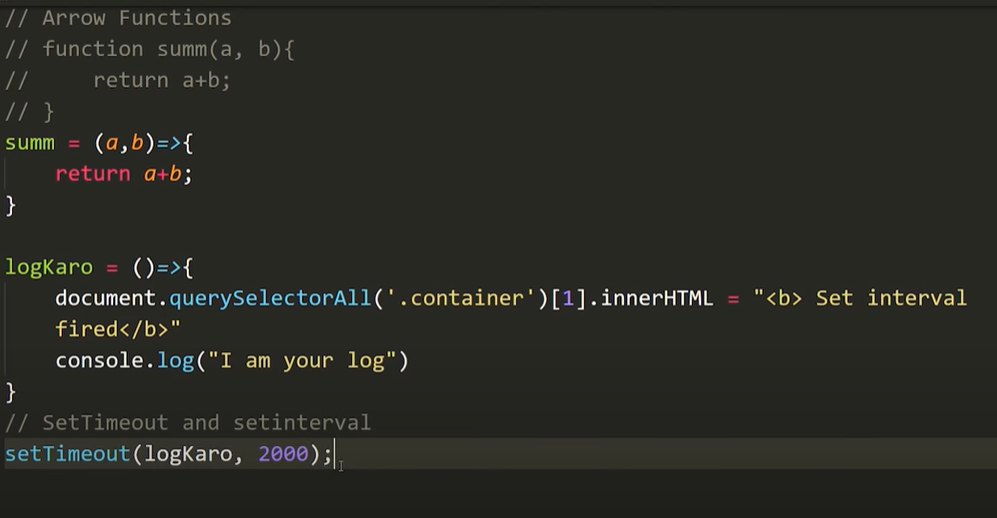


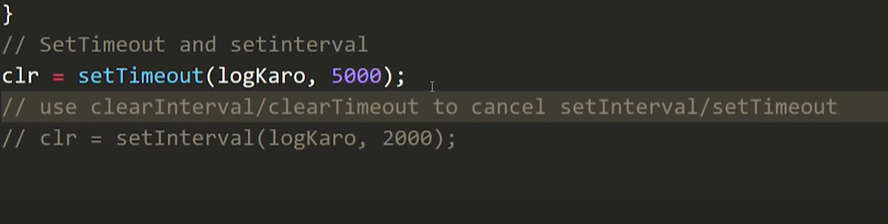




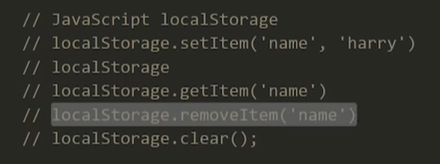


**Set Time out in javascript:**

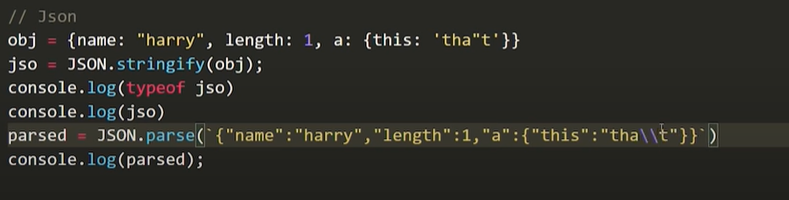




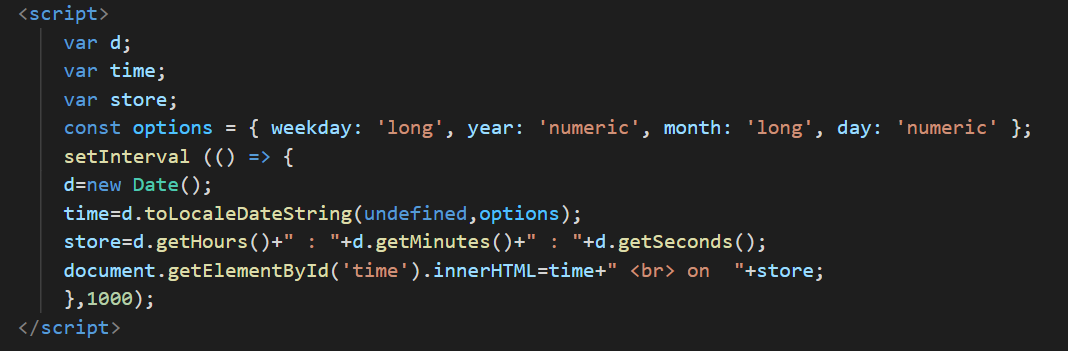




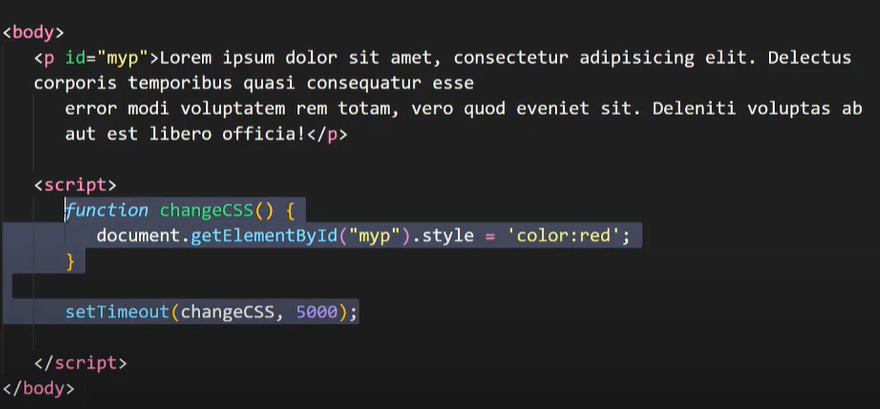
**Json:**



**Project 1: clock**



**SetTimeout(function,timeinmilli, para1, para2);**



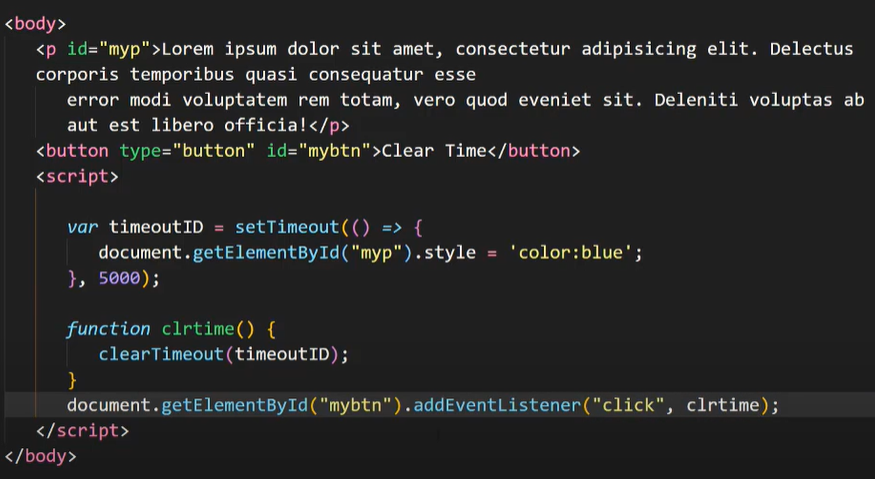
**SetInterval(function, millisec, para1, para2);**



**clearInterval(intervalID);**



**ClearTimeout(timeoutID);**



**Project 2:TodoList**

<script>

      function addit(){

        console.log("update.....");

        item=document.getElementById("item").value;

        desc=document.getElementById("desc").value;

           if(localStorage.getItem("itemjson")==null){

             itemjsonArray =[];

             itemjsonArray.push([item,desc]);

             localStorage.setItem("itemjson",JSON.stringify(itemjsonArray));

            }

           else{

            itemjsonStr=localStorage.getItem("itemjson");

             itemjsonArray =JSON.parse([itemjsonStr]);

             itemjsonArray.push([item,desc]);

             localStorage.setItem("itemjson",JSON.stringify(itemjsonArray));

           }

           update();

      }

      function update(){

        if(localStorage.getItem("itemjson")==null){

             itemjsonArray =[];

             localStorage.setItem("itemjson",JSON.stringify(itemjsonArray));

        }

        else{

          itemjsonStr=localStorage.getItem("itemjson");

             itemjsonArray =JSON.parse([itemjsonStr]);

        }

       mytable=document.getElementById("mytable");

       var str="";

       itemjsonArray.forEach((element,index) => {

        str+=` <tr>

        <th scope="row">${index + 1}</th>

        <td>${element[0]}</td>

        <td>${element[1]}</td>

        <td><button type="button" class="btn btn-primary" onclick="deleted(${index})">Delete</button></td>

      </tr> `;

        });

      mytable.innerHTML=str;

     }

      add=document.getElementById("add");

      add.addEventListener("click",addit);

      update();

      function deleted(itemindex){

        console.log("delete",itemindex);

          itemjsonStr=localStorage.getItem("itemjson");

             itemjsonArray =JSON.parse([itemjsonStr]);

             itemjsonArray.splice(itemindex,1);

             localStorage.setItem("itemjson",JSON.stringify(itemjsonArray));

            update();

        }

      function cleared(){

        if(confirm("Do u really want to clear?")){

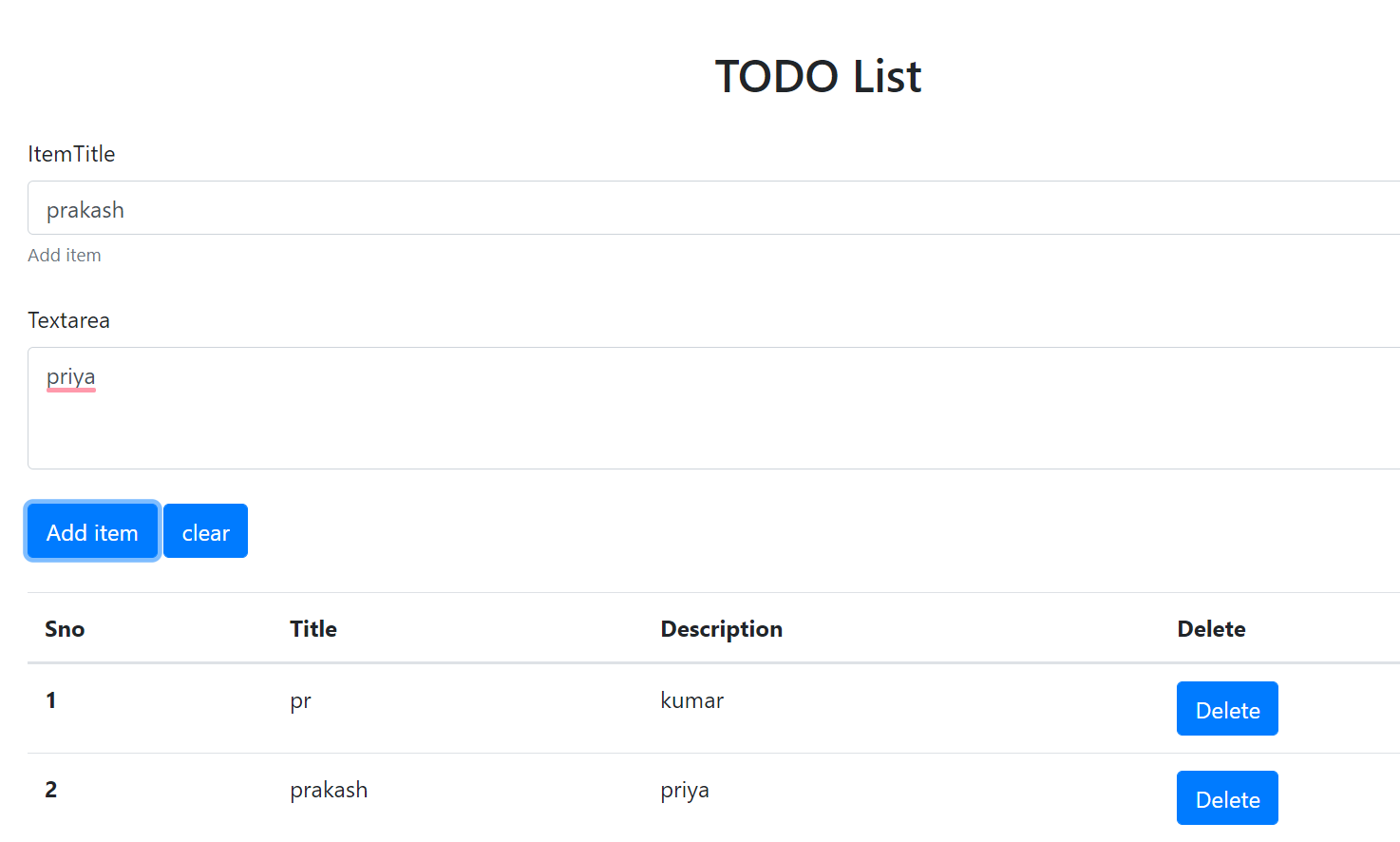
        localStorage.clear();

        update();

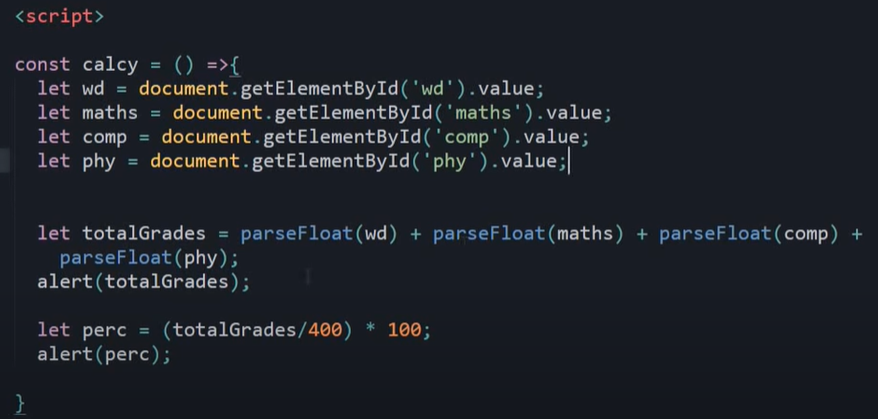
      }

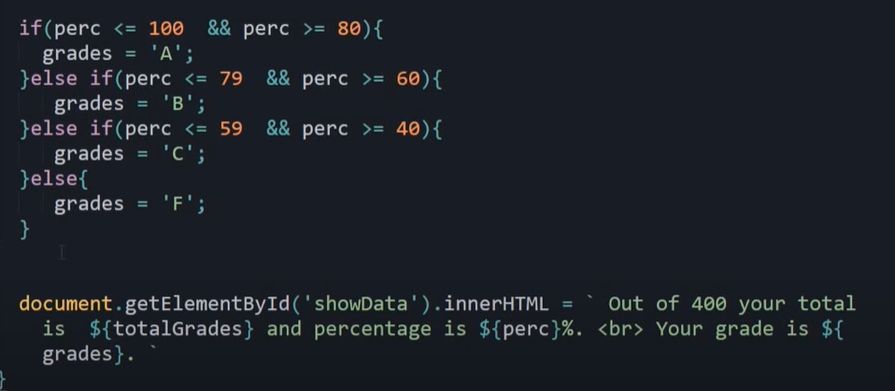
}

    </script>



**college calculator**





**Project 3: Library book**

//

class Book{

constructor(name,author,type){

 this.name=name;

 this.author=author;

 this.type=type;

}

}

class Display{

    added(book){

       let target=document.getElementById('tableBody');

       let str= `<tr>

       <td>${book.name}</td>

       <td>${book.author}</td>

       <td>${book.type}</td>

       </tr> `;

       target.innerHTML+=str;

    }

    cleared(){

       let doc=document.getElementById('libraryForm');

        doc.reset();

    }

    validate(book){

        if(book.name.length<2 || book.author.length<2)

        return false;

        else

        return true;

    }

    show(alert,message){

        let mess=document.getElementById('messaged');

        let boldtext;

        if(alert==='success'){

        boldtext='Success';

        }

        else{

        boldtext='!Error';

        }

        mess.innerHTML= ` <div class="alert alert-${alert} alert-dismissible fade show" role="alert">

                                <strong>${boldtext} : </strong>${message}.

                                <button type="button" class="close" data-dismiss="alert" aria-label="Close">

                                <span aria-hidden="true">&times;</span>

                                </button>

                          </div> `;

        setTimeout(()=>{

           mess.innerHTML='';

        },3000);

    }

}

let libraryForm=document.getElementById('libraryForm');

libraryForm.addEventListener('submit',formsubmit);

function formsubmit(e){

    console.log("helo");

      let name=document.getElementById('bookName').value;

      let author=document.getElementById('author').value;

      let type;

      let fiction=document.getElementById('fiction');

      let programming=document.getElementById('programming');

      let cooking=document.getElementById('cooking');

      if(fiction.checked){

          type=fiction.value;

      }

      else if(programming.checked){

          type=programming.value;

      }

      else if(cooking.checked){

          type=cooking.value;

      }

      let book=new Book(name,author,type);

      console.log("helo1");

      let display=new Display();

      if(display.validate(book)){

          console.log('enter');

        display.added(book);

        display.cleared();

        display.show("success","You book is added to our library succesfully");

                                                                                       }

      else{

          display.show("danger","Please Enter the details before adding");

      }

      e.preventDefault();

}

**Instead of using methods inside class we can use prototype thing:**

