What is JavaScript?

JavaScript was initially created to “make web pages alive”.

The programs in this language are called scripts. They can be written right in a web page’s HTML and run automatically as the page loads.

Scripts are provided and executed as plain text. They don’t need special preparation or compilation to run.

In this aspect, JavaScript is very different from another language called Java.

Why is it called JavaScript?
When JavaScript was created, it initially had another name: “LiveScript”. But Java was very popular at that time, so it was decided that positioning a new language as a “younger brother” of Java would help.

But as it evolved, JavaScript became a fully independent language with its own specification called ECMAScript, and now it has no relation to Java at all.

Today, JavaScript can execute not only in the browser, but also on the server, or actually on any device that has a special program called the JavaScript engine.

The browser has an embedded engine sometimes called a “JavaScript virtual machine”.

Different engines have different “codenames”. For example:

- V8 – in Chrome, Opera and Edge.
- SpiderMonkey – in Firefox.

- …There are other codenames like “Chakra” for IE, “JavaScriptCore”, “Nitro” and “SquirrelFish” for Safari, etc.

The terms above are good to remember because they are used in developer articles on the internet. We’ll use them too. For instance, if “a feature X is supported by V8”, then it probably works in Chrome, Opera and Edge.

How do engines work?

Engines are complicated. But the basics are easy.

1. The engine (embedded if it’s a browser) reads (“parses”) the script.
2. Then it converts (“compiles”) the script to machine code.
3. And then the machine code runs, pretty fast.

The engine applies optimizations at each step of the process. It even watches the compiled script as it runs, analyzes the data that flows through it, and further optimizes the machine code based on that knowledge.

What can in-browser JavaScript do?

Modern JavaScript is a “safe” programming language. It does not provide low-level access to memory or the CPU, because it was initially created for browsers which do not require it.

JavaScript’s capabilities greatly depend on the environment it’s running in. For instance, Node.js supports functions that allow JavaScript to read/write arbitrary files, perform network requests, etc.

In-browser JavaScript can do everything related to webpage manipulation, interaction with the user, and the webserver.

For instance, in-browser JavaScript is able to:

Add new HTML to the page, change the existing content, modify styles.

React to user actions, run on mouse clicks, pointer movements, key presses.

Send requests over the network to remote servers, download and upload files (so-called AJAX and COMET technologies).

Get and set cookies, ask questions to the visitor, show messages.

Remember the data on the client-side ("local storage").

What CAN'T in-browser JavaScript do?

JavaScript's abilities in the browser are limited to protect the user's safety. The aim is to prevent an evil webpage from accessing private information or harming the user's data.

Examples of such restrictions include:

- JavaScript on a webpage may not read/write arbitrary files on the hard disk, copy them or execute programs. It has no direct access to OS functions.

- Modern browsers allow it to work with files, but the access is limited and only provided if the user does certain actions, like "dropping" a file into a browser window or selecting it via an <input> tag.

- There are ways to interact with the camera/microphone and other devices, but they require a user's explicit permission. So a JavaScript-enabled page may not sneakily enable a web-camera, observe the surroundings and send the information to the NSA.

- Different tabs/windows generally do not know about each other. Sometimes they do, for example when one window uses JavaScript to open the other one. But even in this case, JavaScript from one page may not access the other page if they come from different sites (from a different domain, protocol or port).

- This is called the “Same Origin Policy”. To work around that, both pages must agree for data exchange and must contain special JavaScript code that handles it. We’ll cover that in the tutorial.

- This limitation is, again, for the user’s safety. A page from http://anysite.com which a user has opened must not be able to access another browser tab with the URL http://gmail.com, for example, and steal information from there.

- JavaScript can easily communicate over the net to the server where the current page came from. But its ability to receive data from other sites/domains is crippled. Though possible, it requires explicit agreement (expressed in HTTP headers) from the remote side. Once again, that’s a safety limitation.

Such limitations do not exist if JavaScript is used outside of the browser, for example on a server. Modern browsers also allow plugins/extensions which may ask for extended permissions.

What makes JavaScript unique?

There are at least three great things about JavaScript:

- Full integration with HTML/CSS.
- Simple things are done simply.
- Supported by all major browsers and enabled by default.

JavaScript is the only browser technology that combines these three things.

That’s what makes JavaScript unique. That’s why it’s the most widespread tool for creating browser interfaces.

That said, JavaScript can be used to create servers, mobile applications, etc.

Languages “over” JavaScript

The syntax of JavaScript does not suit everyone’s needs. Different people want different features.

That’s to be expected, because projects and requirements are different for everyone.

So, recently a plethora of new languages appeared, which are transpiled (converted) to JavaScript before they run in the browser.

Modern tools make the transpilation very fast and transparent, actually allowing developers to code in another language and auto-converting it “under the hood”.

Examples of such languages:

- CoffeeScript is “syntactic sugar” for JavaScript. It introduces shorter syntax, allowing us to write clearer and more precise code. Usually, Ruby devs like it.
- TypeScript is concentrated on adding “strict data typing” to simplify the development and support of complex systems. It is developed by Microsoft.
- Flow also adds data typing, but in a different way. Developed by Facebook.
- Dart is a standalone language that has its own engine that runs in non-browser environments (like mobile apps), but also can be transpiled to JavaScript. Developed by Google.
- Brython is a Python transpiler to JavaScript that enables the writing of applications in pure Python without JavaScript.
- Kotlin is a modern, concise and safe programming language that can target the browser or Node.
- There are more. Of course, even if we use one of these transpiled languages, we should also know JavaScript to really understand what we’re doing.

JavaScript Introduction

JavaScript is used to create client-side dynamic pages.

JavaScript is an object-based scripting language which is lightweight and cross-platform.

JavaScript is not a compiled language, but it is a translated language. The JavaScript Translator (embedded in the browser) is responsible for translating the JavaScript code for the web browser.

What is JavaScript

JavaScript (js) is a light-weight object-oriented programming language which is used by several websites for scripting the webpages. It is an interpreted, full-fledged programming language that enables dynamic interactivity on websites when applied to an HTML document. It was introduced in the year 1995 for adding programs to the webpages in the Netscape Navigator browser. Since then, it has been adopted by all other graphical web browsers. With JavaScript, users can build modern web applications to interact directly without reloading the page every time. The traditional website uses js to provide several forms of interactivity and simplicity.

Although, JavaScript has no connectivity with Java programming language. The name was suggested and provided in the times when Java was gaining popularity in the market. In addition to web browsers, databases such as CouchDB and MongoDB uses JavaScript as their scripting and query language.

Features of JavaScript

There are following features of JavaScript:

- All popular web browsers support JavaScript as they provide built-in execution environments.
- JavaScript follows the syntax and structure of the C programming language. Thus, it is a structured programming language.

- JavaScript is an object-oriented programming language that uses prototypes rather than using classes for inheritance.
- It is a light-weighted and interpreted language.
- It is a case-sensitive language.
- JavaScript is supportable in several operating systems including, Windows, macOS, etc.
- It provides good control to the users over the web browsers.

History of JavaScript

In 1993, Mosaic, the first popular web browser, came into existence. In the year 1994, Netscape was founded by Marc Andreessen. He realized that the web needed to become more dynamic. Thus, a 'glue language' was believed to be provided to HTML to make web designing easy for designers and part-time programmers. Consequently, in 1995, the company recruited Brendan Eich intending to implement and embed Scheme programming language to the browser. But, before Brendan could start, the company merged with Sun Microsystems for adding Java into its Navigator so that it could compete with Microsoft over the web technologies and platforms. Now, two languages were there: Java and the scripting language. Further, Netscape decided to give a similar name to the scripting language as Java's. It led to 'Javascript'. Finally, in May 1995, Marc Andreessen coined the first code of Javascript named 'Mocha'. Later, the marketing team replaced the name with 'LiveScript'. But, due to trademark reasons and certain other reasons, in December 1995, the language was finally renamed to 'JavaScript'. From then, JavaScript came into existence.

Application of JavaScript

JavaScript is used to create interactive websites. It is mainly used for:

- Client-side validation,
- Dynamic drop-down menus,
- Displaying date and time,
- Displaying pop-up windows and dialog boxes (like an alert dialog box, confirm dialog box and prompt dialog box),
- Displaying clocks etc.

JavaScript Example

Javascript example is easy to code. JavaScript provides 3 places to put the JavaScript code: within body tag, within head tag and external JavaScript file.

Let's create the first JavaScript example.

```
<html>
<body>
<script type="text/javascript">
document.write("JavaScript is a simple language for javatpoint learners");
</script>
</body>
</html>
```

- The script tag specifies that we are using JavaScript.

- The text/javascript is the content type that provides information to the browser about the data.

- The document.write() function is used to display dynamic content through JavaScript. We will learn about document object in detail later.

3 Places to put JavaScript code

1. Between the body tag of html
2. Between the head tag of html
3. In .js file (external javaScript)

1) JavaScript Example: code between the body tag

In the above example, we have displayed the dynamic content using JavaScript. Let's see the simple example of JavaScript that displays alert dialog box.

```
<html>
<body>
<script type="text/javascript">
 alert("Hello Javatpoint");
</script>
</body>
</html>
```

2) JavaScript Example: code between the head tag

Let's see the same example of displaying alert dialog box of JavaScript that is contained inside the head tag.

In this example, we are creating a function msg(). To create function in JavaScript, you need to write function with function_name as given below.

To call function, you need to work on event. Here we are using onclick event to call msg() function.

```
<html>
<head>
<script type="text/javascript">
function msg(){
 alert("Hello Javatpoint");
}
</script>
</head>
<body>
<p>Welcome to Javascript</p>
<form>
<input type="button" value="click" onclick="msg()"/>
</form>
</body>
</html>
```

External JavaScript file
We can create external JavaScript file and embed it in many html page.

It provides code re usability because single JavaScript file can be used in several html pages.

An external JavaScript file must be saved by .js extension. It is recommended to embed all JavaScript files into a single file. It increases the speed of the webpage.

Let's create an external JavaScript file that prints Hello Javatpoint in a alert dialog box.

message.js

```
function msg(){
 alert("Hello Javatpoint");
}
```

Let's include the JavaScript file into html page. It calls the JavaScript function on button click.

index.html

```
<html>
<head>
<script type="text/javascript" src="message.js"></script>
</head>
<body>
<p>Welcome to JavaScript</p>
<form>
```

```
<input type="button" value="click" onclick="msg()"/>
</form>
</body>
</html>
```

Advantages of External JavaScript

There will be following benefits if a user creates an external javascript:

1. It helps in the reusability of code in more than one HTML file.
2. It allows easy code readability.
3. It is time-efficient as web browsers cache the external js files, which further reduces the page loading time.
4. It enables both web designers and coders to work with html and js files parallelly and separately, i.e., without facing any code conflictions.
5. The length of the code reduces as only we need to specify the location of the js file.

Disadvantages of External JavaScript

There are the following disadvantages of external files:

1. The stealer may download the coder's code using the url of the js file.
2. If two js files are dependent on one another, then a failure in one file may affect the execution of the other dependent file.
3. The web browser needs to make an additional http request to get the js code.
4. A tiny to a large change in the js code may cause unexpected results in all its dependent files.
5. We need to check each file that depends on the commonly created external javascript file.
6. If it is a few lines of code, then better to implement the internal javascript code.

JavaScript Comment

The JavaScript comments are meaningful way to deliver message. It is used to add information about the code, warnings or suggestions so that end user can easily interpret the code.

The JavaScript comment is ignored by the JavaScript engine i.e. embedded in the browser.

Advantages of JavaScript comments
There are mainly two advantages of JavaScript comments.

1. **To make code easy to understand** It can be used to elaborate the code so that end user can easily understand the code.
2. **To avoid the unnecessary code,** it can also be used to avoid the code being executed. Sometimes, we add the code to perform some action. But after sometime, there may be need to disable the code. In such case, it is better to use comments.

Types of JavaScript Comments
There are two types of comments in JavaScript.

1. Single-line Comment
2. Multi-line Comment

JavaScript Single line Comment
It is represented by double forward slashes (//). It can be used before and after the statement.

Let's see the example of single-line comment i.e. added before the statement.

```
<html>
<body>
<script>
// It is single line comment
document.write("hello javascript");
</script>
</body>
</html>
```

Let's see the example of single-line comment i.e. added after the statement.

```
<html>
<body>
<script>
var a=10;
var b=20;
var c=a+b;//It adds values of a and b variable
document.write(c);//prints sum of 10 and 20
</script>
</body>
</html>
```

JavaScript Multi line Comment

It can be used to add single as well as multi line comments. So, it is more convenient.

It is represented by forward slash with asterisk then asterisk with forward slash. For example:

/* your code here */

It can be used before, after and middle of the statement.

```
<html>
<body>
<script>
/* It is multi line comment.
It will not be displayed */
document.write("example of javascript multiline comment");
</script>
</body>
</html>
```

JavaScript Variable

A JavaScript variable is simply a name of storage location. There are two types of variables in JavaScript : local variable and global variable.

There are some rules while declaring a JavaScript variable (also known as identifiers).

1. Name must start with a letter (a to z or A to Z), underscore(_), or dollar($) sign.
2. After first letter we can use digits (0 to 9), for example value1.
3. JavaScript variables are case sensitive, for example x and X are different variables.

Correct JavaScript variables

```
var x = 10;

var _value="sonoo";
```

Incorrect JavaScript variables

```
var  123=30;

var *aa=320;
```

Example of JavaScript variable

Let's see a simple example of JavaScript variable.

```
<html>

<body>

<script>

var x = 10;

var y = 20;

var z=x+y;

document.write(z);

</script>
```

```
</body>
</html>
```

JavaScript local variable

A JavaScript local variable is declared inside block or function. It is accessible within the function or block only. For example:

```
<script>
function abc(){
var x=10;//local variable
}
</script>
Or,

<script>
If(10<13){
var y=20;//JavaScript local variable
}
</script>
```

JavaScript global variable

A JavaScript global variable is accessible from any function. A variable i.e. declared outside the function or declared with window object is known as global variable. For example:

```
<html>
<body>
<script>
var data=200;//gloabal variable
function a(){
document.writeln(data);
}
```

```
function b(){
document.writeln(data);
}
a();//calling JavaScript function
b();

</script>
</body>
</html>
```

JavaScript Global Variable

A JavaScript global variable is declared outside the function or declared with window object. It can be accessed from any function.

Let's see the simple example of global variable in JavaScript.

```
<html>
<body>
<script>
var value=50;//global variable
function a(){
alert(value);
}
function b(){
alert(value);
}
a();
</script>
</body>
</html>
```

Declaring JavaScript global variable within function

To declare JavaScript global variables inside function, you need to use window object. For example:

```
window.value=90;
```

Now it can be declared inside any function and can be accessed from any function. For example:

```
<html>
<body>
<script>
function m(){
window.value=100;//declaring global variable by window object
}
function n(){
alert(window.value);//accessing global variable from other function
}
m();
n();
</script>
</body>
</html>
```

Internals of global variable in JavaScript

When you declare a variable outside the function, it is added in the window object internally. You can access it through window object also. For example:

```
var value=50;
function a(){
alert(window.value);//accessing global variable
}
```

Javascript Data Types

JavaScript provides different data types to hold different types of values. There are two types of data types in JavaScript.

1. Primitive data type
2. Non-primitive (reference) data type

JavaScript is a dynamic type language, means you don't need to specify type of the variable because it is dynamically used by JavaScript engine. You need to use var here to specify the data type. It can hold any type of values such as numbers, strings etc. For example:

```
var a=40;//holding number

var b="Rahul";//holding string
```

JavaScript primitive data types

There are five types of primitive data types in JavaScript. They are as follows:

Data Type	Description
String	represents sequence of characters e.g. "hello"
Number	represents numeric values e.g. 100
Boolean	represents boolean value either false or true
Undefined	represents undefined value
Null	represents null i.e. no value at all

JavaScript non-primitive data types

The non-primitive data types are as follows:

Data Type	Description
Object	represents instance through which we can access members
Array	represents group of similar values
RegExp	represents regular expression

JavaScript Operators

JavaScript operators are symbols that are used to perform operations on operands. For example:

```
var sum=10+20;
```

Here, + is the arithmetic operator and = is the assignment operator.

There are following types of operators in JavaScript.

1. Arithmetic Operators
2. Comparison (Relational) Operators
3. Bitwise Operators
4. Logical Operators
5. Assignment Operators
6. Special Operators

JavaScript Arithmetic Operators

Arithmetic operators are used to perform arithmetic operations on the operands. The following operators are known as JavaScript arithmetic operators.

Operator	Description	Example
+	Addition	10+20 = 30
-	Subtraction	20-10 = 10
*	Multiplication	10*20 = 200
/	Division	20/10 = 2
%	Modulus (Remainder)	20%10 = 0
++	Increment	var a=10; a++; Now a = 11
--	Decrement	var a=10; a--; Now a = 9

JavaScript Comparison Operators

The JavaScript comparison operator compares the two operands. The comparison operators are as follows:

Operator	Description	Example
==	Is equal to	10==20 = false
===	Identical (equal and of same type)	10==20 = false
!=	Not equal to	10!=20 = true
!==	Not Identical	20!==20 = false
>	Greater than	20>10 = true
>=	Greater than or equal to	20>=10 = true
<	Less than	20<10 = false
<=	Less than or equal to	20<=10 = false

JavaScript Bitwise Operators

The bitwise operators perform bitwise operations on operands. The bitwise operators are as follows:

Operator	Description	Example
&	Bitwise AND	(10==20 & 20==33) = false
|	Bitwise OR	(10==20 | 20==33) = false
^	Bitwise XOR	(10==20 ^ 20==33) = false
~	Bitwise NOT	(~10) = -10
<<	Bitwise Left Shift	(10<<2) = 40
>>	Bitwise Right Shift	(10>>2) = 2
>>>	Bitwise Right Shift with Zero	(10>>>2) = 2

JavaScript Logical Operators
The following operators are known as JavaScript logical operators.

Operator	Description	Example
&&	Logical AND	(10==20 && 20==33) = false
||	Logical OR	(10==20 || 20==33) = false
!	Logical Not	!(10==20) = true

JavaScript Assignment Operators
The following operators are known as JavaScript assignment operators.

Operator	Description	Example
=	Assign	10+10 = 20
+=	Add and assign	var a=10; a+=20; Now a = 30
-=	Subtract and assign	var a=20; a-=10; Now a = 10
*=	Multiply and assign	var a=10; a*=20; Now a = 200
/=	Divide and assign	var a=10; a/=2; Now a = 5
%=	Modulus and assign	var a=10; a%=2; Now a = 0

JavaScript Special Operators

The following operators are known as JavaScript special operators.

Operator	Description
(?:)	Conditional Operator returns value based on the condition. It is like if-else.
,	Comma Operator allows multiple expressions to be evaluated as single statement.
delete	Delete Operator deletes a property from the object.
in	In Operator checks if object has the given property
instanceof	checks if the object is an instance of given type
new	creates an instance (object)
typeof	checks the type of object.
void	it discards the expression's return value.
yield	checks what is returned in a generator by the generator's iterator.

JavaScript If-else

The JavaScript if-else statement is used to execute the code whether condition is true or false. There are three forms of if statement in JavaScript.

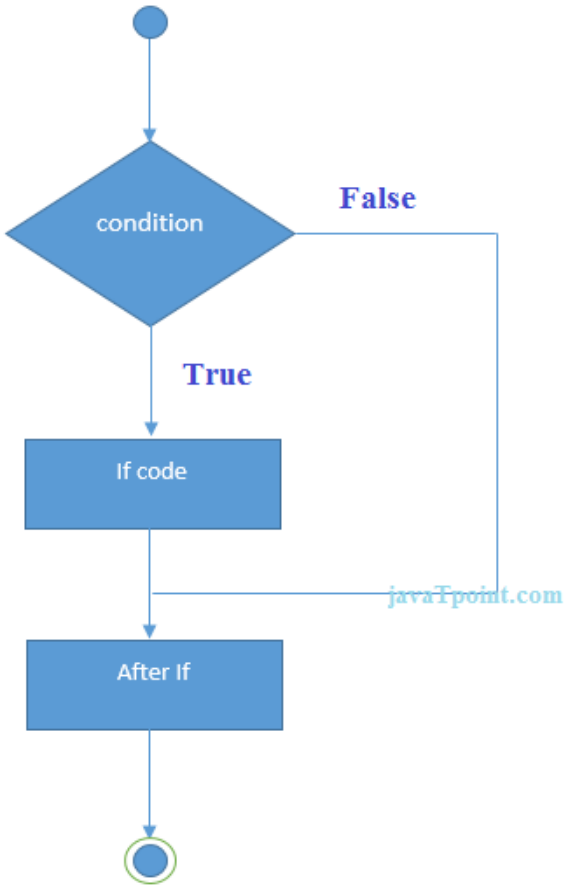
1. If Statement
2. If else statement
3. if else if statement

JavaScript If statement

It evaluates the content only if expression is true. The signature of JavaScript if statement is given below.

```
if(expression){
//content to be evaluated
}
```

Flowchart of JavaScript If statement



Let’s see the simple example of if statement in javascript.

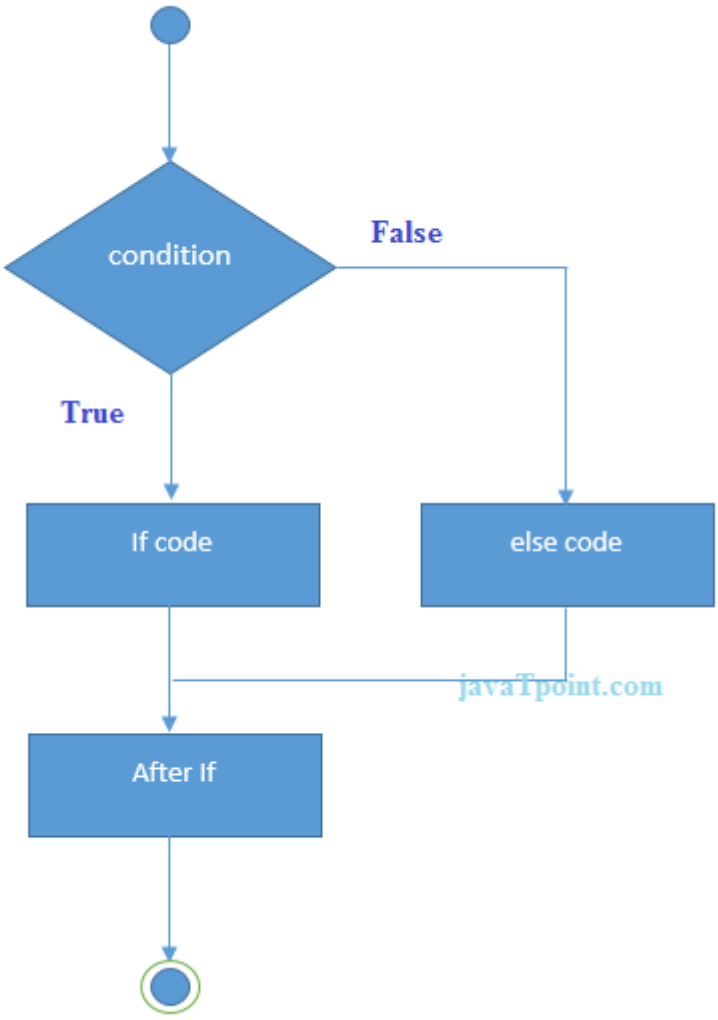
```
<html>
<body>
<script>
var a=20;
if(a>10){
document.write("value of a is greater than 10");
}
</script>
</body>
</html>
```

JavaScript If...else Statement

It evaluates the content whether condition is true of false. The syntax of JavaScript if-else statement is given below.

```
if(expression){
//content to be evaluated if condition is true
}
else{
//content to be evaluated if condition is false
}
```

Flowchart of JavaScript If...else statement



Let’s see the example of if-else statement in JavaScript to find out the even or odd number.

```
<html>
<body>
<script>
var a=20;
if(a%2==0){
document.write("a is even number");
}
else{
document.write("a is odd number");
}
</script>
</body>
</html>
```

JavaScript If...else if statement

It evaluates the content only if expression is true from several expressions. The signature of JavaScript if else if statement is given below.

```
if(expression1){
//content to be evaluated if expression1 is true
}
else if(expression2){
//content to be evaluated if expression2 is true
}
else if(expression3){
//content to be evaluated if expression3 is true
}
else{
//content to be evaluated if no expression is true
}
```

Let’s see the simple example of if else if statement in javascript.

```
<html>
<body>
<script>
var a=20;
if(a==10){
document.write("a is equal to 10");
}
else if(a==15){
document.write("a is equal to 15");
}
else if(a==20){
document.write("a is equal to 20");
}
else{
document.write("a is not equal to 10, 15 or 20");
}
</script>
</body>
</html>
```

JavaScript Switch

The JavaScript switch statement is used to execute one code from multiple expressions. It is just like else if statement that we have learned in previous page. But it is convenient than if..else..if because it can be used with numbers, characters etc.

The signature of JavaScript switch statement is given below.

```
switch(expression){
case value1:
 code to be executed;
 break;
case value2:
 code to be executed;
 break;
......

default:
 code to be executed if above values are not matched;
}
```

Let’s see the simple example of switch statement in javascript.

```
<!DOCTYPE html>
<html>
<body>
<script>
var grade='B';
var result;
switch(grade){
case 'A':
result="A Grade";
break;
case 'B':
result="B Grade";
break;
case 'C':
result="C Grade";
break;
default:
result="No Grade";
}
document.write(result);
</script>
</body>
</html>
```

Note: The switch statement is fall-through i.e. all the cases will be evaluated if you don't use break statement.

Let’s understand the behaviour of switch statement in JavaScript.

```
<!DOCTYPE html>
<html>
<body>
<script>
var grade='B';
var result;
switch(grade){
case 'A':
result+=" A Grade";
case 'B':
result+=" B Grade";
case 'C':
result+=" C Grade";
default:
result+=" No Grade";
}
document.write(result);
</script>
</body>
</html>
```

JavaScript Loops

The JavaScript loops are used to iterate the piece of code using for, while, do while or for-in loops. It makes the code compact. It is mostly used in array.

There are four types of loops in JavaScript.

```
for loop
while loop
do-while loop
for-in loop
```

1) JavaScript For loop

The JavaScript for loop iterates the elements for the fixed number of times. It should be used if number of iteration is known. The syntax of for loop is given below.

```
for (initialization; condition; increment)
{
    code to be executed
}
```

Let's see the simple example of for loop in javascript.

```
<!DOCTYPE html>
<html>
<body>
<script>
for (i=1; i<=5; i++)
{
document.write(i + "<br/>")
}
```

```
</script>
</body>
</html>
```

2) JavaScript while loop

The JavaScript while loop iterates the elements for the infinite number of times. It should be used if number of iteration is not known. The syntax of while loop is given below.

```
while (condition)
{
    code to be executed
}
```

Let's see the simple example of while loop in javascript.

```
<!DOCTYPE html>
<html>
<body>
<script>
var i=11;
while (i<=15)
{
document.write(i + "<br/>");
i++;
}
</script>
</body>
</html>
```

3) JavaScript do while loop

The JavaScript do while loop iterates the elements for the infinite number of times like while loop. But, code is executed at least once whether condition is true or false. The syntax of do while loop is given below.

```
do{
    code to be executed
}while (condition);
```

Let's see the simple example of do while loop in javascript.

```
<!DOCTYPE html>
<html>
<body>
<script>
var i=21;
do{
document.write(i + "<br/>");
i++;
}while (i<=25);
</script>
</body>
</html>
```

4) JavaScript for in loop

The JavaScript for in loop is used to iterate the properties of an object. We will discuss about it later.

JavaScript Functions

JavaScript functions are used to perform operations. We can call JavaScript function many times to reuse the code.

Advantage of JavaScript function

There are mainly two advantages of JavaScript functions.

1. **Code reusability:** We can call a function several times so it save coding.
2. **Less coding:** It makes our program compact. We don't need to write many lines of code each time to perform a common task.

JavaScript Function Syntax

The syntax of declaring function is given below.

```
function functionName([arg1, arg2, ...argN]){
 //code to be executed
}
```

JavaScript Functions can have 0 or more arguments.

JavaScript Function Example

Let's see the simple example of function in JavaScript that does not has arguments.

```
<html>
<body>
<script>
function msg(){
alert("hello! this is message");
}
</script>
<input type="button" onclick="msg()" value="call function"/>
</body>
</html>
```

JavaScript Function Arguments

We can call function by passing arguments. Let's see the example of function that has one argument.

```
<html>
<body>
<script>
function getcube(number){
alert(number*number*number);
}
</script>
<form>
<input type="button" value="click" onclick="getcube(4)"/>
</form>
</body>
</html>
```

Function with Return Value

We can call function that returns a value and use it in our program. Let's see the example of function that returns value.

```
<html>
<body>
<script>
function getInfo(){
return "hello javatpoint! How r u?";
}
</script>
<script>
document.write(getInfo());
</script>
</body>
</html>
```

JavaScript Function Object

In JavaScript, the purpose of Function constructor is to create a new Function object. It executes the code globally. However, if we call the constructor directly, a function is created dynamically but in an unsecured way.

Syntax

```
new Function ([arg1[, arg2[, ....argn]],] functionBody)
```

Parameter

arg1, arg2, ... , argn - It represents the argument used by function.

functionBody - It represents the function definition.

JavaScript Function Methods

Let's see function methods with description.

Method	Description
apply()	It is used to call a function contains this value and a single array of arguments.
bind()	It is used to create a new function.
call()	It is used to call a function contains this value and an argument list.
toString()	It returns the result in a form of a string.

JavaScript Function Object Examples

Example 1

Let's see an example to display the sum of given numbers.

```
<!DOCTYPE html>
<html>
<body>

<script>
var add=new Function("num1","num2","return num1+num2");
document.writeln(add(2,5));
</script>

</body>
</html>
```

Example 2

Let's see an example to display the power of provided value.

```
<!DOCTYPE html>
<html>
<body>
<script>
var pow=new Function("num1","num2","return Math.pow(num1,num2)");
document.writeln(pow(2,3));
</script>

</body>
</html>
```

JavaScript Objects

A javaScript object is an entity having state and behavior (properties and method). For example: car, pen, bike, chair, glass, keyboard, monitor etc.

JavaScript is an object-based language. Everything is an object in JavaScript.

JavaScript is template based not class based. Here, we don't create class to get the object. But, we direct create objects.

Creating Objects in JavaScript

There are 3 ways to create objects.

1. By object literal
2. By creating instance of Object directly (using new keyword)
3. By using an object constructor (using new keyword)

1) JavaScript Object by object literal

The syntax of creating object using object literal is given below:

```
object={property1:value1,property2:value2.....propertyN:valueN
}
```

As you can see, property and value is separated by : (colon).

Let’s see the simple example of creating object in JavaScript.

```
<html>
<body>
<script>
emp={id:102,name:"Shyam Kumar",salary:40000}
document.write(emp.id+" "+emp.name+" "+emp.salary);
</script>
</body>
</html>
```

Output of the above example

102 Shyam Kumar 40000

2) By creating instance of Object

The syntax of creating object directly is given below:

```
var objectname=new Object();
```

Here, *new keyword* is used to create object.

Let's see the example of creating object directly.

```
<html>
<body>
<script>
var emp=new Object();
emp.id=101;
emp.name="Ravi Malik";
emp.salary=50000;
document.write(emp.id+" "+emp.name+" "+emp.salary);
</script>
</body>
</html>
```

Output of the above example

101 Ravi 50000

3) By using an Object constructor

Here, you need to create function with arguments. Each argument value can be assigned in the current object by using this keyword.

The *this keyword* refers to the current object.

The example of creating object by object constructor is given below.

```
<html>
<body>
<script>
function emp(id,name,salary){
this.id=id;
this.name=name;
this.salary=salary;
}
e=new emp(103,"Vimal Jaiswal",30000);

document.write(e.id+" "+e.name+" "+e.salary);
</script>
</body>
</html>
```

Output of the above example

103 Vimal Jaiswal 30000

Defining method in JavaScript Object

We can define method in JavaScript object. But before defining method, we need to add property in the function with same name as method.

The example of defining method in object is given below.

```
<html>
<body>
<script>
function emp(id,name,salary){
this.id=id;
this.name=name;
this.salary=salary;

this.changeSalary=changeSalary;
function changeSalary(otherSalary){
this.salary=otherSalary;
}
}
e=new emp(103,"Sonoo Jaiswal",30000);
document.write(e.id+" "+e.name+" "+e.salary);
e.changeSalary(45000);
document.write("<br>"+e.id+" "+e.name+" "+e.salary);
</script>
</body>
</html>
```

Output of the above example

103 Sonoo Jaiswal 30000

103 Sonoo Jaiswal 45000

JavaScript Array

JavaScript array is an object that represents a collection of similar type of elements.

There are 3 ways to construct array in JavaScript

1. By array literal
2. By creating instance of Array directly (using new keyword)
3. By using an Array constructor (using new keyword)

1) JavaScript array literal

The syntax of creating array using array literal is given below:

```
var arrayname=[value1,value2.....valueN];
```

As you can see, values are contained inside [ ] and separated by , (comma).

Let's see the simple example of creating and using array in JavaScript.

```
<html>
<body>
<script>
var emp=["Sonoo","Vimal","Ratan"];
for (i=0;i<emp.length;i++){
document.write(emp[i] + "<br/>");
}
</script>
</body>
</html>
```

The .length property returns the length of an array.

Output of the above example

Sonoo

Vimal

Ratan

2) JavaScript Array directly (new keyword)
The syntax of creating array directly is given below:

```
var arrayname=new Array();
```

Here, new keyword is used to create instance of array.

Let's see the example of creating array directly.

```
<html>
<body>
<script>
var i;
var emp = new Array();
emp[0] = "Arun";
emp[1] = "Varun";
emp[2] = "John";

for (i=0;i<emp.length;i++){
document.write(emp[i] + "<br>");
}
</script>
</body>
</html>
```

Output of the above example

Arun

Varun

John

3) JavaScript array constructor (new keyword)

Here, you need to create instance of array by passing arguments in constructor so that we don't have to provide value explicitly.

The example of creating object by array constructor is given below.

```
<html>
<body>
<script>
var emp=new Array("Jai","Vijay","Smith");
for (i=0;i<emp.length;i++){
document.write(emp[i] + "<br>");
}
</script>
</body>
</html>
```

Output of the above example

Jai

Vijay

Smith

JavaScript String

The JavaScript string is an object that represents a sequence of characters.

There are 2 ways to create string in JavaScript

1. By string literal
2. By string object (using new keyword)

1) By string literal

The string literal is created using double quotes. The syntax of creating string using string literal is given below:

```
var stringname="string value";
```

Let's see the simple example of creating string literal.

```
<!DOCTYPE html>
<html>
<body>
<script>
var str="This is string literal";
document.write(str);
</script>
</body>
</html>
```

Output:

This is string literal

2) By string object (using new keyword)

The syntax of creating string object using new keyword is given below:

```
var stringname=new String("string literal");
```

Here, new keyword is used to create instance of string.

Let's see the example of creating string in JavaScript by new keyword.

```
<!DOCTYPE html>
<html>
<body>
<script>
var stringname=new String("hello javascript string");
document.write(stringname);
</script>
</body>
</html>
```

Output:

hello javascript string

JavaScript Date Object

The JavaScript date object can be used to get year, month and day. You can display a timer on the webpage by the help of JavaScript date object.

You can use different Date constructors to create date object. It provides methods to get and set day, month, year, hour, minute and seconds.

Constructor

You can use 4 variant of Date constructor to create date object.

1. Date()
2. Date(milliseconds)
3. Date(dateString)
4. Date(year, month, day, hours, minutes, seconds, milliseconds)

JavaScript Math

The JavaScript math object provides several constants and methods to perform mathematical operation. Unlike date object, it doesn't have constructors.

JavaScript Math Methods

Let's see the list of JavaScript Math methods with description.

Methods	Description
abs()	It returns the absolute value of the given number.
acos()	It returns the arccosine of the given number in radians.
asin()	It returns the arcsine of the given number in radians.
atan()	It returns the arc-tangent of the given number in radians.
cbrt()	It returns the cube root of the given number.
ceil()	It returns a smallest integer value, greater than or equal to the given number.
cos()	It returns the cosine of the given number.
cosh()	It returns the hyperbolic cosine of the given number.
exp()	It returns the exponential form of the given number.
floor()	It returns largest integer value, lower than or equal to the given number.
hypot()	It returns square root of sum of the squares of given numbers.
log()	It returns natural logarithm of a number.
max()	It returns maximum value of the given numbers.
min()	It returns minimum value of the given numbers.
pow()	It returns value of base to the power of exponent.
random()	It returns random number between 0 (inclusive) and 1 (exclusive).
round()	It returns closest integer value of the given number.
sign()	It returns the sign of the given number
sin()	It returns the sine of the given number.
sinh()	It returns the hyperbolic sine of the given number.
sqrt()	It returns the square root of the given number
tan()	It returns the tangent of the given number.
tanh()	It returns the hyperbolic tangent of the given number.
trunc()	It returns an integer part of the given number.

Math.pow(m,n)
The JavaScript math.pow(m,n) method returns the m to the power of n that is mn.

```
<!DOCTYPE html>
<html>
<body>

3 to the power of 4 is: <span id="p3"></span>
<script>
document.getElementById('p3').innerHTML=Math.pow(3,4);
</script>
</body>
</html>
```

Output:

3 to the power of 4 is: 81

Math.floor(n)
The JavaScript math.floor(n) method returns the lowest integer for the given number. For example 3 for 3.7, 5 for 5.9 etc.

```
<!DOCTYPE html>
<html>
<body>
Floor of 4.6 is: <span id="p4"></span>
<script>
document.getElementById('p4').innerHTML=Math.floor(4.6);
</script>
</body>
</html>
```

Output:

Floor of 4.6 is: 4

Math.ceil(n)
The JavaScript math.ceil(n) method returns the largest integer for the given number. For example 4 for 3.7, 6 for 5.9 etc.

```
<!DOCTYPE html>
<html>
<body>

Ceil of 4.6 is: <span id="p5"></span>
<script>
document.getElementById('p5').innerHTML=Math.ceil(4.6);
</script>

</body>
</html>
```

Output:

Ceil of 4.6 is: 5

Math.round(n)
The JavaScript math.round(n) method returns the rounded integer nearest for the given number. If fractional part is equal or greater than 0.5, it goes to upper value 1 otherwise lower value 0. For example 4 for 3.7, 3 for 3.3, 6 for 5.9 etc.

```
<!DOCTYPE html>
<html>
<body>

Round of 4.3 is: <span id="p6"></span><br>
Round of 4.7 is: <span id="p7"></span>
<script>
document.getElementById('p6').innerHTML=Math.round(4.3);
document.getElementById('p7').innerHTML=Math.round(4.7);
</script>

</body>
</html>
```

Output:

Round of 4.3 is: 4

Round of 4.7 is: 5

JavaScript Number Object

The JavaScript number object enables you to represent a numeric value. It may be integer or floating-point. JavaScript number object follows IEEE standard to represent the floating-point numbers.

By the help of Number() constructor, you can create number object in JavaScript. For example:

```
var n=new Number(value);
```

If value can't be converted to number, it returns NaN(Not a Number) that can be checked by isNaN() method.

You can direct assign a number to a variable also. For example:

```
<!DOCTYPE html>
<html>
<body>
<script>
var x=102;//integer value
var y=102.7;//floating point value
var z=13e4;//exponent value, output: 130000
var n=new Number(16);//integer value by number object
document.write(x+" "+y+" "+z+" "+n);
</script>
</body>
</html>
```

Output:

102 102.7 130000 16

JavaScript Number Constants

Let's see the list of JavaScript number constants with description.

Constant	Description
MIN_VALUE	returns the largest minimum value.
MAX_VALUE	returns the largest maximum value.
POSITIVE_INFINITY	returns positive infinity, overflow value.
NEGATIVE_INFINITY	returns negative infinity, overflow value.
NaN	represents "Not a Number" value.

JavaScript Boolean

JavaScript Boolean is an object that represents value in two states: true or false. You can create the JavaScript Boolean object by Boolean() constructor as given below.

```
Boolean b=new Boolean(value);
```

The default value of JavaScript Boolean object is false.

```
<script>
document.write(10<20);//true
document.write(10<5);//false
</script>
```

Introduction to DHTML

DHTML stands for Dynamic Hypertext Markup language i.e., Dynamic HTML.

Dynamic HTML is not a markup or programming language but it is a term that combines the features of various web development technologies for creating the web pages dynamic and interactive.

The DHTML application was introduced by Microsoft with the release of the 4th version of IE (Internet Explorer) in 1997.

Components of Dynamic HTML

DHTML consists of the following four components or languages:

- HTML 4.0
- CSS
- JavaScript
- DOM.

HTML 4.0

HTML is a client-side markup language, which is a core component of the DHTML. It defines the structure of a web page with various defined basic elements or tags.

CSS

CSS stands for Cascading Style Sheet, which allows the web users or developers for controlling the style and layout of the HTML elements on the web pages.

JavaScript

JavaScript is a scripting language which is done on a client-side. The various browser supports JavaScript technology. DHTML uses the JavaScript technology for accessing, controlling, and manipulating the HTML elements. The statements in JavaScript are the commands which tell the browser for performing an action.

DOM

DOM is the document object model. It is a w3c standard, which is a standard interface of programming for HTML. It is mainly used for defining the objects and properties of all elements in HTML.

Uses of DHTML

Following are the uses of DHTML (Dynamic HTML):

- It is used for designing the animated and interactive web pages that are developed in real-time.
- DHTML helps users by animating the text and images in their documents.
- It allows the authors for adding the effects on their pages.
- It also allows the page authors for including the drop-down menus or rollover buttons.
- This term is also used to create various browser-based action games.
- It is also used to add the ticker on various websites, which needs to refresh their content automatically.

Features of DHTML

Following are the various characteristics or features of DHTML (Dynamic HTML):

- Its simplest and main feature is that we can create the web page dynamically.
- Dynamic Style is a feature, that allows the users to alter the font, size, color, and content of a web page.
- It provides the facility for using the events, methods, and properties. And, also provides the feature of code reusability.
- It also provides the feature in browsers for data binding.
- Using DHTML, users can easily create dynamic fonts for their web sites or web pages.
- With the help of DHTML, users can easily change the tags and their properties.
- The web page functionality is enhanced because the DHTML uses low-bandwidth effect.

Difference between HTML and DHTML

Following table describes the differences between HTML and DHTML:

HTML (Hypertext Markup language)	**DHTML (Dynamic Hypertext Markup language)**
1. HTML is simply a markup language.	1. DHTML is not a language, but it is a set of technologies of web development.
2. It is used for developing and creating web pages.	2. It is used for creating and designing the animated and interactive web sites or pages.
3. This markup language creates static web pages.	3. This concept creates dynamic web pages.
4. It does not contain any server-side scripting code.	4. It may contain the code of server-side scripting.
5. The files of HTML are stored with the .html or .htm extension in a system.	5. The files of DHTML are stored with the .dhtm extension in a system.
6. A simple page which is created by a user without using the scripts or styles called as an HTML page.	6. A page which is created by a user using the HTML, CSS, DOM, and JavaScript technologies called a DHTML page.
7. This markup language does not need database connectivity.	7. This concept needs database connectivity because it interacts with users.

DHTML JavaScript

JavaScript can be included in HTML pages, which creates the content of the page as dynamic. We can easily type the JavaScript code within the <head> or <body> tag of a HTML page. If we want to add the external source file of JavaScript, we can easily add using the <src> attribute.

Following are the various examples, which describes how to use the JavaScript technology with the DHTML:

Document.write() Method

The document.write() method of JavaScript, writes the output to a web page.

Example 1: The following example simply uses the document.write() method of JavaScript in the DHTML. In this example, we type the JavaScript code in the <body> tag.

```
<HTML>
<head>
<title>
Method of a JavaScript
</title>
</head>
<body>
<script type="text/javascript">
document.write("JavaTpoint");
</script>
</body>
</html>
```

DHTML Events

An event is defined as changing the occurrence of an object.

It is compulsory to add the events in the DHTML page. Without events, there will be no dynamic content on the HTML page. The event is a term in the HTML, which triggers the actions in the web browsers.

Suppose, any user clicks an HTML element, then the JavaScript code associated with that element is executed. Actually, the event handlers catch the events performed by the user and then execute the code.

Example of events:

1. Click a button.
2. Submitting a form.
3. An image loading or a web page loading, etc.

Following table describes the Event Handlers used in the DHTML:

S.No.	Event	When it occurs
1.	onabort	It occurs when the user aborts the page or media file loading.
2.	onblur	It occurs when the user leaves an HTML object.
3.	onchange	It occurs when the user changes or updates the value of an object.
4.	onclick	It occurs or triggers when any user clicks on an HTML element.
5.	ondblclick	It occurs when the user clicks on an HTML element two times together.
6.	onfocus	It occurs when the user focuses on an HTML element. This event handler works opposite to onblur.
7.	onkeydown	It triggers when a user is pressing a key on a keyboard device. This event handler works for all the keys.
8.	onkeypress	It triggers when the users press a key on a keyboard. This event handler is not triggered for all the keys.
9.	onkeyup	It occurs when a user released a key from a keyboard after pressing on an object or element.
10.	onload	It occurs when an object is completely loaded.
11.	onmousedown	It occurs when a user presses the button of a mouse over an HTML element.
12.	onmousemove	It occurs when a user moves the cursor on an HTML object.
13.	onmouseover	It occurs when a user moves the cursor over an HTML object.
14.	onmouseout	It occurs or triggers when the mouse pointer is moved out of an HTML element.
15.	onmouseup	It occurs or triggers when the mouse button is released over an HTML element.
16.	onreset	It is used by the user to reset the form.
17.	onselect	It occurs after selecting the content or text on a web page.
18.	onsubmit	It is triggered when the user clicks a button after the submission of a form.
19.	onunload	It is triggered when the user closes a web page.

Following are the different examples using the different event handlers, which helps us to understand the concept of DHTML events:

Example 1: This example uses the onclick event handler, which is used to change the text after clicking.

```
<html>
<head>
<title>
Example of onclick event
</title>
<script type="text/javascript">
function ChangeText(ctext)
{
ctext.innerHTML=" Hi JavaTpoint! ";
}
</script>
</head>
<body>
<font color="red"> Click on the Given text for changing it: <br>
</font>
<font color="blue">
<h1 onclick="ChangeText(this)"> Hello World! </h1>
</font>
</body>
</html>
```

Example 2: This example uses the onsubmit event handler, which gives an alert after clicking on a submit button.

```
<html>
<head>
<title>
Example of onsubmit event
</title>
</head>
<body>
<form onsubmit="Submit_Form()">
<label> Enter your name: </label>
<input type="text">
<label> Enter your Roll no: </label>
<input type="Number">
<input type="submit" value="submit">
</form>
<script type="text/javascript">
function Submit_Form()
{
alert(" Your form is submitted");
}
</script>
</body>
</html>
```

jQuery

jQuery is a fast, small, cross-platform and feature-rich JavaScript library. It is designed to simplify the client-side scripting of HTML. It makes things like HTML document traversal and manipulation, animation, event handling, and AJAX very simple with an easy-to-use API that works on a lot of different type of browsers.

The main purpose of jQuery is to provide an easy way to use JavaScript on your website to make it more interactive and attractive. It is also used to add animation.

What is jQuery

jQuery is a small, light-weight and fast JavaScript library. It is cross-platform and supports different types of browsers. It is also referred as ?write less do more? because it takes a lot of common tasks that requires many lines of JavaScript code to accomplish, and binds them into methods that can be called with a single line of code whenever needed. It is also very useful to simplify a lot of the complicated things from JavaScript, like AJAX calls and DOM manipulation.

- jQuery is a small, fast and lightweight JavaScript library.
- jQuery is platform-independent.
- jQuery means "write less do more".
- jQuery simplifies AJAX call and DOM manipulation.

jQuery Features

Following are the important features of jQuery.

- HTML manipulation
- DOM manipulation
- DOM element selection
- CSS manipulation
- Effects and Animations
- Utilities
- AJAX
- HTML event methods
- JSON Parsing
- Extensibility through plug-ins

Why jQuery is required

Sometimes, a question can arise that what is the need of jQuery or what difference it makes on bringing jQuery instead of AJAX/ JavaScript? If jQuery is the replacement of AJAX and JavaScript? For all these questions, you can state the following answers.

- It is very fast and extensible.
- It facilitates the users to write UI related function codes in minimum possible lines.
- It improves the performance of an application.
- Browser's compatible web applications can be developed.
- It uses mostly new features of new browsers.

So, you can say that out of the lot of JavaScript frameworks, jQuery is the most popular and the most extendable. Many of the biggest companies on the web use jQuery.

Some of these companies are:

- Microsoft
- Google
- IBM
- Netflix

jQuery Example

jQuery is developed by Google. To create the first jQuery example, you need to use JavaScript file for jQuery. You can download the jQuery file from jquery.com or use the absolute URL of jQuery file.

In this jQuery example, we are using the absolute URL of jQuery file. The jQuery example is written inside the script tag.

Let's see a simple example of jQuery.

```
<!DOCTYPE html>
<html>
<head>
 <title>First jQuery Example</title>
 <script type="text/javascript"
src="http://ajax.googleapis.com/ajax/libs/jquery/2.1.
3/jquery.min.js">
 </script>
 <script type="text/javascript"
language="javascript">
 $(document).ready(function() {
 $("p").css("background-color", "cyan");
 });
 </script>
 </head>
<body>
<p>The first paragraph is selected.</p>
<p>The second paragraph is selected.</p>
<p>The third paragraph is selected.</p>
</body>
</html>
```