

Assignment 2: Question 1 Checklist

Must haves:

- Use boolean values & if...else statements
- Use a datastructure like an array
- Use a for/while loop
- Use functions
- Use console.log
- Use console.alert
- Use 4 different HTML tags → div, h1, image, h2, button
- Style 2 of them using CSS
- Make an event to trigger a change

Assignment 2: Question 2

2.1

Unshift()

Adds 1 or more elements to the beginning of an array
For example:

Say we have an array of CFG Degree streams and the order in which they were launched (I made it up)

```
let CFGDegreeStream = ['Data E', 'Software E', 'Project M',  
                        'Full-Stack', 'Data Sci'];
```

But actually Data Sci and Full-Stack came first.

So we can use `unshift()`:

```
CFGDegreeStream.unshift('Full-Stack', 'Data Sci');
```

```
console.log(CFGDegreeStream)
```

outputs:

```
["Full-Stack", "Data Sci", "Data E", "Software E", "Project M",  
 "Full-Stack", "Data Sci"]
```

Shift()

Removes the 1st element from an array & returns it.

Say we made a mistake, 'Full-Stack' wasn't deployed first but last so we want to remove it from the front and check we removed the correct element. We can...

```
let checkElementRemoved = CFGDegreeStream.shift();
```

```
console.log(checkElementRemoved);
```

```
console.log(CFGDegreeStream);
```

Assignment 2 : Question 2

2.1 continued

The output would be
"Full-Stack"

["Data Sci", "Data E", "Software E", "Project M", "Full-Stack",
"Data Sci"]

split()

Used to split a string into an array of substrings based on a specific character outlined by the user.

- `split(separator, limit)`

↳ Character used to separate the string

↳ Specifies the max number of splits - optional

Say before we announce the launch of CFG degree programmes, we want an opening message:

```
const messageOpening = "Read the CFG Degrees we have here"
```

```
let example = messageOpening.split(' ')
```

```
console.log(example)
```

outputs

```
["Read", "the", "CFG", "Degrees", "we", "have", "here"]
```

Assignment 2 & Question 2

2.2 Object methods

Object methods are functions that are properties of an object.

An object is a data structure that lets you store multiple values/properties under a specific concept.

Eg. Say we want to create an object about programming languages

```
const programmingLanguages = {  
  languages: ['JavaScript', 'Python', 'C++', 'Java', 'Ruby'],  
  popularLanguages: ['JavaScript', 'Python']  
}
```

↳ this is an object

Let's add a method to check if a language is popular inside our object → an object method!

```
const programmingLanguages = {  
  languages: ['JavaScript', 'Python', 'C++', 'Java', 'Ruby'],  
  popularLanguages: ['JavaScript', 'Python'],  
  isPopular: function (language) {  
    if (this.popularLanguages.includes(language)) {  
      return 'It's popular';  
    } else {  
      return 'It's not popular';  
    }  
  }  
}
```

↓
an object method!

To call it, you can use `programmingLanguages.isPopular('')`
to print out in console.log(↓) insert language here!

Assignment 2 : Question 2

2.3

onmouseover

It's a DOM (Document Object Model) event that occurs when the mouse pointer is moved over a specific HTML element.

So a user could hover over a heading and trigger an event.

click

another DOM event that is triggered when the user clicks a HTML tag like a button.

You can see an example in my assignment 2 web app code!

keydown

another DOM event that can be triggered when a key is pressed on the keyboard.

These events can trigger changes!