For javascript am I using visual studio coder

Just created a folder and opened in vs coder and created .html file

and added page adding simply exclamation mark and pressed enter.

In the same page inside body we are entering <script></script> for javascript…

**Dom manipulation**

Accessed an header by

ID,by using class, tag name

<h1 id="header"> test</h1>

<h1 class="header"> border underline</h1>

<script>

    document.getElementById("header").innerHTML="Remy entered javascript";

    document.getElementsByClassName("header")[0].innerHTML="class call";

   </script>

document.getElementsByTagName('h1')[0].innerHTML="header by tagName";

css some property can be access by using javascript it is

document.getElementById("header").style.color="red";

    document.getElementById("header").style.fontSize="22px";

    document.getElementById("header").style.backgroundColor="yellow";

To block a tag element by using(if this none replaced by block it will display back the element)

document.getElementById("header").style.display="none";

For displaying images in dom

<img id="myImg" src="../minuaidu.jpg" alt="

" width="304" height="228">

Here we can use a variable and assign value like

Var header=document.getElementById(“header”);

So that in next call we just need to refer header.style.color=red;

Arithematic operator in javascript

A+B,A-B,A\*B,A/B,A%B a++

Var is a global variable it can be replaced by let and const

 let a;

   a=12;

   const v=12;

const value should be assigned when it is declared its value doesn’t varies

let declared variables can be assigned any time after declaration..

and its value gets changed…

Data type

Let age=10;//Number is its datatype

Let myString=”Remy”; //datatype is string

Let myArrary=[] //datatype is object

Let score=null;// type will defined as object it is because no value is assigned and assigned with null

Let error; //type will be defined as undefined and not assigned with value and null

Let isLogged=False;//data type is boolean

Important interview question

A variable is undefined it is not assigned with any value

A variable is not defined if variable is not declared…

Comparison operator

<,>,>=,<=,!=

=== //Three equal to comparison checks datatype of the variables also ..for example if we give two variables a and b as a=10 (number datatype) and b=”10”(datatype is string). If we use == comparison operator it will compare value only but doesn’t check data type…

let a=10;

let b="10";

console.log(a==b);

console will show true

let a=10;

let b="10";

console.log(a===b);

console will show false

Logical operator

&&,!!

let a=10;

let b=20;

console.log(a<=10 && b>=20);

let value=true;

console.log(!value);

**conditional operator(ternary operator)**

let x=5;

let y=x!=7?true:false;

console.log(y);

**Function**

**Function can be called and declared .Anonymous function the function that doesn’t has name…(javascript support anonymous function)**

function myFun(a){

    console.log(a);

}

myFun(5);

function myFunTwo(){

    let a=5+5;

    return a;

}

function myFunthree(){

    let a=5;

    console.log(myFunTwo());

    console.log(a);

}

myFunthree();

**Object**

**Object are stored as key and value..**

let firstName="Remy";

let lastName="M Ali";

let user={

    firstName:'Aamrin',

    lastName:'Nizam'

};

console.log(lastName);

**for entering details of different objects we use object type..we can refer user.firstName**

**Objects are stored in key and value**

**Arrays**

//Array

let marks=[100,200,”arun”];

console.log(marks[0]);

**Array used store data ,we can store INT Type and string type in one array itself and can be accessed in index order..**

**Methods of String ,Array**

**Let name=”Deepak”;**

console.log(name.length);

**to find length of a variable eg:it will give length of variable name as**

**6…**

console.log(name.indexOf('k'));

console.log(name.lastIndexOf('e'));

console.log(name.search('d'));

console.log(name.includes('m'));

console.log(name.slice(0,6));//extracting values in variable it also

**indexOf is function used to get its index it count from ‘0’……**

**lastIndexOf is used to get index of last e in Deepak ….**

**Search is used to check any particular word is in string if it is matching it will give index of that alphabet else return -1….**

**Slice is used to slice of words..**

let a ="10";

let b=8;

console.log(typeof (a));

**if we check type of variable a it will give string it can be converted into number by using parseInt**

console.log(typeof parseInt (a));

**Functions of Array**

let myArray=['b','a','c'];

console.log(myArray);

myArray[0]='z';//to replace an already existing value

console.log(myArray);

myArray.push('x');//to add value to end

console.log(myArray);

myArray.pop();//to delete values at end

console.log(myArray);

myArray.unshift('y');//adding value to zeroth position

console.log(myArray);

myArray.shift();//to remove value from zeroth position of array

console.log(myArray);

console.log(myArray.length);

console.log(myArray);

myArray.splice(3,0,'l','m');//used to remove value

//from array (indexstart,number of elements to be removed,can add elements

//to array in single quotes)

console.log(myArray);

let newArray=myArray.slice(2);//slice is used to store data in an array to another

//array also we can  select index so that select index from which it

//should copy here 2 is index

console.log(newArray);

myArray.sort();//sort function used to aphabet order

myArray.reverse();//reverse alphabetic order

console.log(myArray);

**To delete an element from object array**

//objects

let myObj={firstName:"Remy",

lastName:"M Ali",

rollNo:13

};

delete myObj.firstName;

console.log(myObj);

**If else and also else if**

let johnAge=19;

if(johnAge===45)

{

    console.log("You are eligible");

}

else if (johnAge>=20 && johnAge<=30)

{

    console.log("You are too young");

}

else

{

    console.log("You are not elgible for this age limit");

}

**Switch()**

let fruits="Banana";

switch (fruits) {

    case "Banana":

        console.log("I got banana");

        break;

    case "Apple":

        console.log("I got apple");

    default:

        console.log("I didnt got any fruits");

        break;

}

**Do while loop**

do{

console.log(count);

count++;

}while(count<10);

**Iteration through a loop**

let myArray=["Remy","Rayees","Aadam","Aamrin"];

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

{

    document.write("<br>"+myArray[i]+"<br>");

}

**Here myArray is an array in this we have stored 4 names…**

**Using for loop with condition as myArray.length gives its length**

**Document.write is used to display in dom page not in console…**

**<br> used to point data to next line**

**Javascript using another iteration loop called for of loop**

let myArray=["Remy","Rayees","Aadam","Aamrin"];

for(let x of myArray)

document.write(x);

**by using for of loop it will give same output as above….**

**Javascript using another type of for loop like for in loop**

for(let x of myArray)

{

    document.write(x);

}

for(let x in myArray)

{

    document.write("<br>"+myArray[x]);

}

**In for of loop document.write(x) will take value of array but for in**

**loop document.write(x) will give its index numbers for eg: 0 1 2**

**for getting value we should use document .write(myArray[x])**

**Button and its function**

[How to Call Function on Button Click in JavaScript? (tutorialkart.com)](https://www.tutorialkart.com/javascript/how-to-call-function-on-button-click-in-javascript/)

**In index.html page inside body tag we add abutton**

<button id="button" >click</button>

**In index page it self we can call function**

<button id="button" onclick="displayMessage()" >click</button>

**In javascript.js page we call functions so get an alert when we press**

**button**

function displayMessage()

{

    alert("You have clicked");

}

**We can access the object of button using**

**document.getElementId(“button”) in js page itself by using inbuild**

**function addEventListener()**

**Important for interview**

Javascript is language which is understandable by browser which is

inbuild where as jquery is a library….performance less,slow ,file size is big….