



this Keyword

“This” keyword refers to an object that is executing the current piece of code.

01. `_this_` in JavaScript.mp4



try & catch

The try statement allows you to define a block of code to be tested for errors while it is being executed.

The catch statement allows you to define a block of code to be executed, if an error occurs in the try block.

```
try {  
  console.log(a);  
} catch {  
  console.log("variable a doesn't  
}
```



Arrow Functions

const func = (arg1, arg2 ..) => { function definition }

```
const sum = (a, b) => {  
  console.log(a+b);  
}
```



Arrow Functions

Implicit return

```
const func = (arg1, arg2 ..) => { value }
```

```
const mul = (a, b) => (  
  a * b  
);
```

04. Implicit Return in Arrow Functions.mp4



Set Timeout

`setTimeout(function, timeout)`
 ↑ ↑
 callback time

```
console.log("hi there!");  
  
setTimeout( ()=> {  
  console.log("Apna College");  
}, 4000);  
  
console.log("welcome to");
```



Set Interval

setInterval(function, timeout)

```
setInterval( () => {  
  console.log("Apna College");  
}, 2000);
```

clearInterval(id)



06. Set Interval Function.mp4

Qs1. Write an arrow function named `arrayAverage` that accepts an array of numbers and returns the average of those numbers.

Qs2. Write an arrow function named `isEven()` that takes a single number as argument and returns if it is even or not.

Qs3. What is the output of the following code :

```
const object = {  
  message: 'Hello, World!'  
  
  logMessage() {  
    console.log(this.message);  
  }  
};  
  
setTimeout(object.logMessage, 1000);
```

Qs4. What is the output of the following code :

```
let length = 4;  
  
function callback() {  
  console.log(this.length);  
}
```

```
const object = {  
  length: 5,  
  method(callback) {  
    callback();  
  }  
};  
  
object.method(callback, 1, 2);
```


Array Methods

- forEach
- map
- filter
- some
- every
- reduce

01. Array Methods.mp4



forEach

arr.forEach(some function definition or name);



Map

let newArr = arr.map(some function definition or name);

```
let num = [1, 2, 3, 4];  
  
let double = num.map(function(el) {  
  return el*2;  
});
```

02. Map _ Filter.mp4



Filter

let newArr = arr.filter(some function definition or name);

```
let nums = [2, 4, 1, 5, 6, 2, 7, 8, 9];  
  
let even = nums.filter( (num) => (num % 2 == 0) );
```



Every

Returns true if **every element of array gives true** for some function. Else returns false.

`arr.every(some function definition or name);`

```
[1, 2, 3, 4].every( (el) => (el%2 == 0));  
false  
[2, 4].every( (el) => (el%2 == 0));  
true
```



single [1, 2, 3, 4, 5, 6]

Reduce

Reduces the array to a single value

`arr.reduce(reducer function with 2 variables for (accumulator, element));`

```
[1, 2, 3, 4].reduce( (res, el) => (res+el) );  
10
```



Default Parameters

Giving a default value to the arguments

```
function func (a, b = 2) {  
  //do something  
}
```

```
function sum(a, b = 3) {  
  return a + b;  
}  
  
sum(2); //5
```

JS



Spread

Expands an iterable into multiple values

```
function func (...arr) {  
  //do something  
}
```

```
> let arr = [1, 2, 3, 4, 5];  
< undefined  
> Math.min(...arr);  
< 1  
> console.log(...arr);  
1 2 3 4 5
```

```
> console.log(..."apnacollege");  
a p n a c o l l e g e
```



Spread

with Array Literals

```
> let arr = [1, 2, 3, 4, 5];  
< undefined  
> let newArr = [...arr];  
< undefined  
> newArr  
< ▶ (5) [1, 2, 3, 4, 5]
```

```
> let chars = [..."hello"];  
< undefined  
> chars  
< ▶ (5) ['h', 'e', 'l', 'l', 'o']
```



Spread

with Object Literals

```
let data = {  
  email: "ironman@gmail.com",  
  password: "abcd",  
};  
  
let dataCopy = { ...data, id: 123 };
```



10. Spread (Object Literals).mp4

Rest

Allows a function to take an indefinite number of arguments and bundle them in an array

```
function sum(...args) {  
  return args.reduce((add, el) => add + el);  
}
```

11. Rest.mp4



Destructuring

Storing values of array into multiple variables

```
let names = ["tony", "bruce", "steve", "peter"];  
let [winner, runnerup] = names;  
console.log(winner, runnerup); // "tony" "bruce"
```

12. Destructuring.mp4

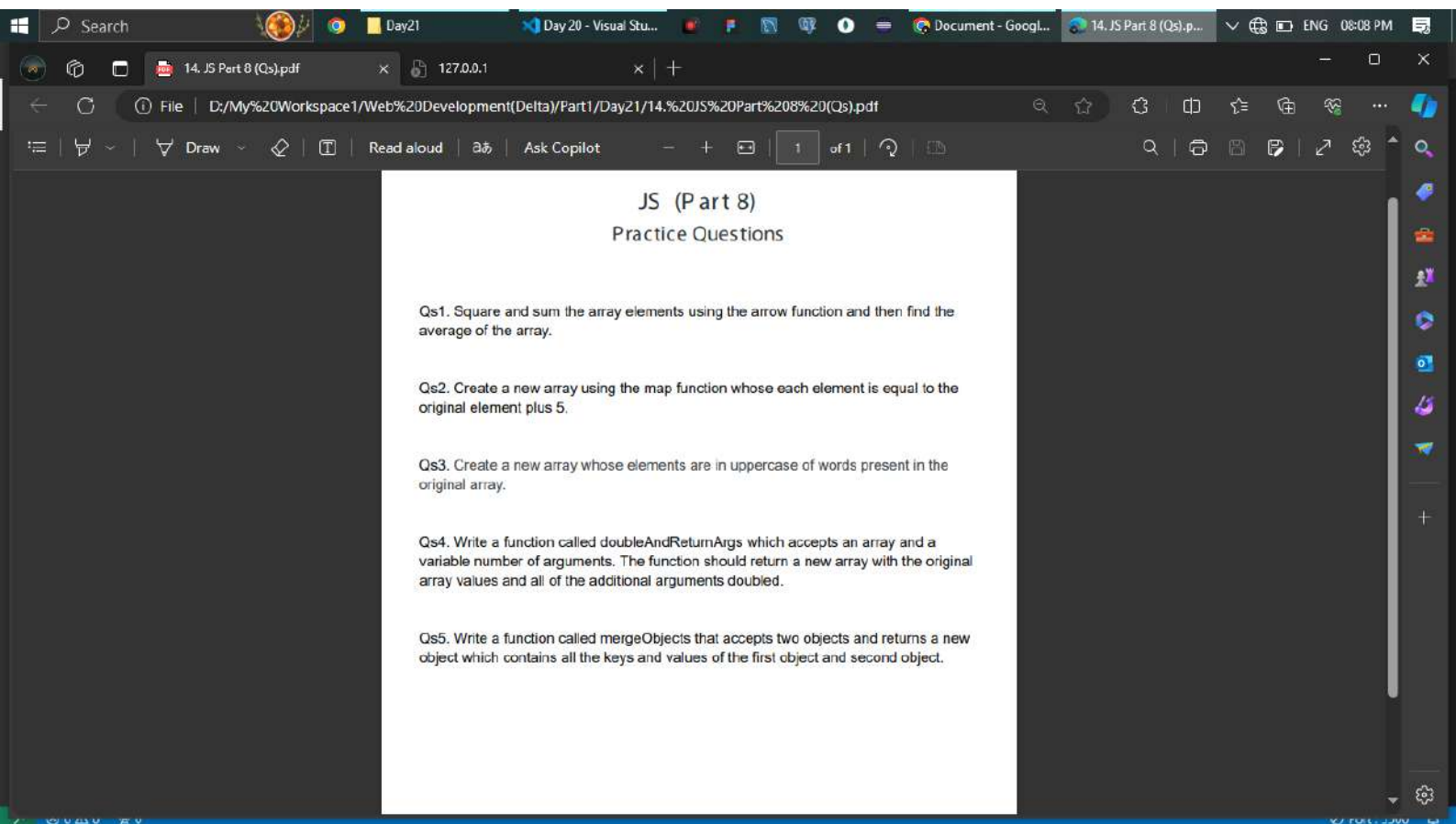


Destructuring

Objects

```
const student = {  
  name: "karan",  
  class: 9,  
  age: 14,  
  subjects: ["hindi", "english", "math", "science", "social studies"],  
  username: "karan123",  
  password: 1234,  
};  
  
const { username: user, password: pass } = student;  
  
console.log(user); // "karan123"
```





JS (Part 8)

Practice Questions

Qs1. Square and sum the array elements using the arrow function and then find the average of the array.

Qs2. Create a new array using the map function whose each element is equal to the original element plus 5.

Qs3. Create a new array whose elements are in uppercase of words present in the original array.

Qs4. Write a function called `doubleAndReturnArgs` which accepts an array and a variable number of arguments. The function should return a new array with the original array values and all of the additional arguments doubled.

Qs5. Write a function called `mergeObjects` that accepts two objects and returns a new object which contains all the keys and values of the first object and second object.