//on click of a button the content change

function Js(){

var element=document.getElementById("demo");

element.style.fontSize="30px";

element.style.color="red";}

<html>

<head>

<title>JsPractiseSheet</title>

</head>

<body>

<h3>Hello Everyone</h3>

<p id="demo"> I am Lucky</p>

<button type="button" onclick="Js()">"click HERE"</button>

<script src=”externalcss.js”>

</script>

</body>

</html>

……………………………………

Variable

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">javascript variable</span>

</h1>

<p>

<span id="demo"></span>

</p>

<script>

var x=90;

document.getElementById("demo").innerHTML=x;

</script>

</body>

</html>

o/p

**javascript variable**

90

………………………

Data types

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">data types</span>

</h1>

<p>

<span id="demo1"></span>

<span id="demo2"></span>

<span id="demo3"></span>

<span id="demo4"></span>

<span id="demo5"></span>

<span id="demo6"></span>

<span id="demo7"></span>

<span id="demo8"></span>

<span id="demo9"></span>

<span id="demo10"></span>

</p>

<script>

var num=90;

var name="milli";

var carArray=["bmw","audi"];

var carObj={make:"bmw",mode:"335i"};

var y=true;

var x=false;

document.getElementById("demo1").innerHTML=num;

document.getElementById("demo2").innerHTML=name;

document.getElementById("demo3").innerHTML=carArray;

document.getElementById("demo4").innerHTML=carObj.mode;

document.getElementById("demo5").innerHTML=x;

document.getElementById("demo6").innerHTML=carArray[1];

document.getElementById("demo7").innerHTML=typeof name;

document.getElementById("demo8").innerHTML=typeof carArray;

document.getElementById("demo9").innerHTML=typeof carObj;

document.getElementById("demo10").innerHTML=typeof x;

</script>

</body>

</html>

o/p

# data types

90 milli bmw,audi 335i false audi string object object boolean

………………………………………………………………………………………

Arithmetic operators

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">arithmetic and assignmnt operators</span>

</h1>

<p>

<span id="demo1"></span>

<span id="demo2"></span>

</p>

<script>

var x=30,y=20;

x+=y;

//post incremnt-first assign value then increase

//pre increment-first increment and then assign value

//x-=y;// x=x-y

//x/=y;//x=x/y

//x%=y;//x=x%y

document.getElementById("demo1").innerHTML=x;

</script>

</body>

</html>

# arithmetic and assignmnt operators

50

……………………………

Conditional operators

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">comparison operators</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

</p>

<script>

var x=30,y=20;

document.getElementById("demo1").innerHTML="Equality:" + (x==30) ;

document.getElementById("demo2").innerHTML="Equality with type:" + (x==="30");

document.getElementById("demo3").innerHTML="not Equal to :" + (x!==30);

document.getElementById("demo4").innerHTML="not Equal to with type:" + (x!==30);

document.getElementById("demo5").innerHTML="less than:" + (x<30);

document.getElementById("demo5").innerHTML="checking condition: " + (x>20 && y>10);

</script>

</body>

</html>

# comparison & logical operators

Equality:true  
Equality with type:false  
not Equal to :false  
not Equal to with type:false  
checking condition: true

…………………………………………………………….

**Reserved keyword**

**Some words cannot be used in java.check those**

**………………..**

**Functions**

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">functions</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

</p>

<script>

function jsFun(a,b){

return a\*b;

}

var add=function(x,y){return x+y};// anonymous function

function Fun(a,b,c){

return arguments.length;

}

document.getElementById("demo1").innerHTML= jsFun(10,90);

document.getElementById("demo2").innerHTML=add(10,100);

document.getElementById("demo3").innerHTML=typeof Fun;//functions are actually objects

document.getElementById("demo4").innerHTML=Fun(10,90,5);

</script>

</body>

</html>

# functions

900  
110  
function  
3

**…………………………………………..**

**FUNCTION PARAMETERS**

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">function parameters</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

</p>

<script>

var a=10;

var car={make:"bmw",model:"665"};

function jsFun(x){

if(x==undefined){

x=0;

}

return x;

}

function changeVal(x){

x=x+10;

return x;

}

function changeObj(x){

x.model="77";

return x.model;

}

function arguObjects(a,b,cx){

return arguments[0];

}

document.getElementById("demo1").innerHTML= jsFun();

document.getElementById("demo2").innerHTML=jsFun(10);

document.getElementById("demo3").innerHTML=changeVal(a);

document.getElementById("demo4").innerHTML=a;

document.getElementById("demo5").innerHTML=car.model;

document.getElementById("demo6").innerHTML=changeObj(car);

document.getElementById("demo7").innerHTML=arguObjects(1,2,3);

</script>

</body>

</html>

**………………………………………**

**Function invocation**

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">function INVOCATIONS</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

</p>

<script>

function fun(a,b){

return a+b;

}

var car={

make:"bmw",

model:"445",

info:function(){

return this.make + " " + this.model;

}}

function Globalobj(){

return this;

}

// invoking a function as a function

document.getElementById("demo1").innerHTML= fun(3,6);

//invoking a function as a method

document.getElementById("demo2").innerHTML=car.info();

// invoking a function as a global object

document.getElementById("demo3").innerHTML=Globalobj();

document.getElementById("demo4").innerHTML=a;

document.getElementById("demo5").innerHTML=car.model;

document.getElementById("demo6").innerHTML=changeObj(car);

document.getElementById("demo7").innerHTML=arguObjects(1,2,3);

</script>

</body>

</html>

**………………………**

**More about functions**

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">function INVOCATIONS 2</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

</p>

<script>

function fun(a,b){

this.make=a;

this.mode=b;

}

var x=new fun("bmw","345");

// invoking a function with a function constructor

document.getElementById("demo1").innerHTML= x.mode;

// self invokation

(function(){

document.getElementById("demo2").innerHTML="i am sahana";

})();

</script>

</body>

</html>

**…………………..**

**Object introduction**

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">object Introduction</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

</p>

<script>

//primitive type declared as obj but dont use them as they slow down system

var personName=new String("lucky");

var num=new Number(90);

var bool=new Boolean(true);

//object literal

var car={

make:"bmw",

mode:"321"

};

//referencing

var y=car;

y.make="changed make";

//new keyword

var carNew=new Object();

carNew.make="audi";

carNew.mode="566";

//object constructor

function carFunction(make,mode){

this.makeName=make;

this.modeName=mode;

}

var car1=new carFunction("bmw","321");

var car2=new carFunction("bmw","351");

document.getElementById("demo1").innerHTML=car1.makeName;

document.getElementById("demo2").innerHTML=car2.modeName;

document.getElementById("demo3").innerHTML=typeof personName;//gives string

document.getElementById("demo4").innerHTML= name;//prints name

document.getElementById("demo5").innerHTML= car.make;//since referenced so gives new value

</script>

</body>

</html>

# object Introduction

bmw  
351  
object  
lucky  
changed make

**…………………………**

**Object properties:**

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">object properties and methods</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

</p>

<script>

//object literal

var car={

make:"bmw",

mode:"321",

color:"red"

};

car.year=2015;

//delete car.year deletes the year and we get undefined but never use for built in java scripts.

var x,temp="";

for(x in car){

temp+=car[x] +" ";

}

document.getElementById("demo1").innerHTML= car["make"] +" "+ car["mode"] + " this car's year is:"+car.year;

document.getElementById("demo2").innerHTML= temp;

</script>

</body>

</html>

Scope

Arguments have local scope

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">object properties and methods</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

</p>

<script>

// global scope

var y=40;

(function fun(){

// local scope

var x=20;

z=50;// its global even if its inside since there is no var keyword

document.getElementById("demo2").innerHTML=" the value of y is:" + y;//global vlue receivd

})();

function fun1(a,b){

return a+b;

}

document.getElementById("demo1").innerHTML= "local variable is:" + typeof x;//local value called so undefined

document.getElementById("demo3").innerHTML= z;

</script>

</body>

</html>

……………………………………………..

Strings

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">Strings</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

</p>

<script>

var txt1="hello sahana";

var txt2='hello lucky';

var objectString=new String("Mike");

var oString=new String("Mike");

var x="sahana";

var y="sahana";

document.getElementById("demo1").innerHTML= txt1;

document.getElementById("demo2").innerHTML= txt2;

document.getElementById("demo3").innerHTML= txt2.length;

document.getElementById("demo4").innerHTML= objectString;

document.getElementById("demo5").innerHTML= typeof objectString;// never use it

//as it gives objet since stored in object variable but actually its a string

document.getElementById("demo6").innerHTML= (objectString==oString);//we shudnt

//compare objects.so not an apt way of comparison and we are also using new keywrd

document.getElementById("demo7").innerHTML= (x==y);//this is corect method

//document.getElementById("demo7").innerHTML= (x===y);this is also same as prev step

//just that it compares the type as well as the content

</script>

</body>

</html>

# Strings

hello sahana  
hello lucky  
13  
Mike  
object  
false  
true

……………………………………..

String method 1

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">String methods</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

</p>

<script>

//all string actions return new string it dosnt modify original string

var text1="lets find location";

var text2='lets find 1st text and 2nd text';

var x=text1.charAt(3);

var y=text1.charCodeAt(2);

var z1=text2.indexOf("text");

var z2=text2.lastIndexOf("text");

var z3=text2.search("text");

var s1="hello";

var s2="world";

document.getElementById("demo1").innerHTML= x;

document.getElementById("demo2").innerHTML= y;

document.getElementById("demo3").innerHTML= z1;//ocurd at frst occurance

document.getElementById("demo4").innerHTML= z2;

document.getElementById("demo5").innerHTML= z3;//frst occurance same as indexof but this is more powerful

document.getElementById("demo6").innerHTML= text1.toUpperCase();

document.getElementById("demo7").innerHTML= s1.concat(" ",s2);

//document.getElementById("demo7").innerHTML= (x===y);

</script>

</body>

</html>

# String methods

s  
116  
14  
27  
14  
LETS FIND LOCATION  
hello world

//all string actions return new string it dosnt modify original string

…………………………………………………………………………

String method 2

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">String methods</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

<span id="demo8"></span><br>

</p>

<script>

//slice

var text1="lets slice some txt from the string";

var sub1=text1.slice(2,6);// strting nd ending indx

var sub2=text1.slice(-6,-2);

var sub3=text1.slice(2);

//substring is same as slice just that it doesnt take negative lyk before because

var sub4=text1.substring(2,6);

//substrt

//in substr 2nd parameter is length which cant be negative unlike slice and substring which is

//ending index

var sub5=text1.substr(2,6);

var sub6=text1.substr(-6,2) ;

var sub7=text1.substr(2);

//replace

var sub8=text1.replace("txt","TEXT");

document.getElementById("demo1").innerHTML= sub1;

document.getElementById("demo2").innerHTML= sub2;//prints from end of line

document.getElementById("demo3").innerHTML=sub3;

document.getElementById("demo4").innerHTML= sub4;

document.getElementById("demo5").innerHTML= sub5;

document.getElementById("demo6").innerHTML= sub6;

document.getElementById("demo7").innerHTML= sub7;

document.getElementById("demo8").innerHTML= sub8;

//document.getElementById("demo7").innerHTML= (x===y);

</script>

</body>

</html>

# String methods

ts s  
stri  
ts slice some txt from the string  
ts s  
ts sli  
st  
ts slice some txt from the string  
lets slice some TEXT from the string

………………………………………….

Numbers

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">numbers</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

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<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

<span id="demo8"></span><br>

<span id="demo9"></span><br>

<span id="demo10"></span><br>

<span id="demo11"></span><br>

<span id="demo12"></span><br>

</p>

<script>

//max digits aftr decimal is 17 in js

//number

//only one number type

var a=10;

var largenumber=127e3;//127000

var largenumber1=127e-3

//floating point

var b=23.8;

//precision-->16 digits max after that takes integer 0

var d=111111111111111;

var e=11111111111111111111;

// hexadecimal--> starts from 0x

var mynum=30;

// infinity is a number its typeof is number

var myInf=100;

//NAN

var f=100/"text";

//number objects

var g=new Number(123);

document.getElementById("demo1").innerHTML= a;

document.getElementById("demo2").innerHTML= b;

document.getElementById("demo3").innerHTML=largenumber;

document.getElementById("demo4").innerHTML= largenumber1;

document.getElementById("demo5").innerHTML="d="+ d;

document.getElementById("demo6").innerHTML="e="+ e;

document.getElementById("demo7").innerHTML= "30=" +"decimal:" + mynum + "<br>"+

"hexadecimal:"+ mynum.toString(16) + "<br>" +

"binary:" + mynum.toString(2) +"<br>";

document.getElementById("demo8").innerHTML=myInf+100 ;

document.getElementById("demo9").innerHTML=myInf+Infinity ;

document.getElementById("demo10").innerHTML=f;

document.getElementById("demo11").innerHTML=typeof g;

document.getElementById("demo12").innerHTML= g;

</script>

</body>

</html>

# numbers

10  
23.8  
127000  
0.127  
d=111111111111111  
e=11111111111111110000  
30=decimal:30  
hexadecimal:1e  
binary:11110  
  
200  
Infinity  
NaN  
object  
123

…………………………

Number methods

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">numbers</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

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<span id="demo8"></span><br>

<span id="demo9"></span><br>

<span id="demo10"></span><br>

<span id="demo11"></span><br>

<span id="demo12"></span><br>

</p>

<script>

//toString()

//returns a number as a string

var a=10;

//exponential()

//returns string with number rounded and in exp form

var b=10.956 //1.10\*10=11

// to fixed()

//returns a string with specified no of decimals

var c=10.956;

//toprecision()

//returns string with specified length

var d=10.956;

document.getElementById("demo1").innerHTML= a.toString()+" "+ (10).toString()+" "+ (2\*10).toString();

document.getElementById("demo2").innerHTML= b.toExponential(2)+" "+ b.toExponential(6) ;//no of digits after decimal

document.getElementById("demo3").innerHTML=c.toFixed(2);//2 decimal place roundoff

document.getElementById("demo4").innerHTML= d.toPrecision(2);//complete length to 2 precisely

</script>

</body>

</html>

# numbers

10 10 20  
1.10e+1 1.095600e+1  
10.96  
11  
d=10.956

…………………………………………

Number method 2

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">numbers</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

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<span id="demo7"></span><br>

<span id="demo8"></span><br>

<span id="demo9"></span><br>

<span id="demo10"></span><br>

<span id="demo11"></span><br>

<span id="demo12"></span><br>

</p>

<script>

//converting variables to numbers

//Number()

var a=" 10 10";

var boolTrue=true;

var boolFalse=false;

//parseInt()-->returns a whole no

var b="10";

var c="20 10";

var d="20.5";

var e="10 numo";

//parseFloat()-->better as it gives value accordingly

var y="34";

var z="8.90";

var x="numo 78";

//valueOf()

var h=90;

document.getElementById("demo1").innerHTML= Number(a)+ 10;

document.getElementById("demo2").innerHTML= Number(boolTrue);

document.getElementById("demo3").innerHTML=Number(boolFalse);

document.getElementById("demo4").innerHTML= parseInt(b);

document.getElementById("demo5").innerHTML= parseInt(c);//pulls frst value

document.getElementById("demo6").innerHTML= parseInt(d);

document.getElementById("demo7").innerHTML= parseInt(e);

document.getElementById("demo8").innerHTML= parseFloat(y);

document.getElementById("demo9").innerHTML= parseFloat(z);

document.getElementById("demo10").innerHTML= parseFloat(x);

document.getElementById("demo11").innerHTML= h.valueOf();

</script>

</body>

</html>

# numbers

NaN  
1  
0  
10  
20  
20  
10  
34  
8.9  
NaN  
90

………………………………………………….

Arrays

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">arrays</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

<span id="demo8"></span><br>

<span id="demo9"></span><br>

<span id="demo10"></span><br>

<span id="demo11"></span><br>

<span id="demo12"></span><br>

</p>

<script>

var name1=["johm","fam","sadu"];

//properties and methods

var x=name1.length;

var y=name1.sort();

//add elements

name1[name1.length]="Anie";

name1[4]="golu";//hardcode of above

//arrays as objects

var name2=new Array("zen","alto");

var name3=["joke",90];

var cars={make:"bmw",model:901};

//associative arrays

//arrays with named indices,js dosnt suport

//in js-use objects for named indices

document.getElementById("demo1").innerHTML= name1[1];

document.getElementById("demo2").innerHTML= x;

document.getElementById("demo3").innerHTML=y;

document.getElementById("demo4").innerHTML= name1;

document.getElementById("demo5").innerHTML= name2[0];

document.getElementById("demo6").innerHTML= name3[1];

document.getElementById("demo7").innerHTML= typeof name1;

document.getElementById("demo8").innerHTML= cars.model;

</script>

</body>

</html>

# arrays

johm  
3  
fam,johm,sadu,Anie,golu  
fam,johm,sadu,Anie,golu  
zen  
90  
object  
90  
……………………………………………

array method1

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">array method</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

<span id="demo8"></span><br>

<span id="demo9"></span><br>

<span id="demo10"></span><br>

<span id="demo11"></span><br>

<span id="demo12"></span><br>

</p>

<script>

var name1=["johm","fam","sadu"];

//sorting arrays

document.getElementById("demo1").innerHTML= name1.sort();

//reverse arrays

document.getElementById("demo2").innerHTML= name1.reverse();

//sorting numeric arrays

var numArray=[2,1,9]; //1,2,9

(function fun()

{

numArray.sort(function(a,b){

return a-b

}

);

document.getElementById("demo3").innerHTML= numArray;

})();

//joining arrays

var na1=["hga","iuy"];

var na2=["yui","gyf"];

var na3=["anie"];

var conCatArrays=na1.concat(na2,na3);

document.getElementById("demo4").innerHTML= conCatArrays;

//slicing arrays

var names=["sad","das","yar","yak"];

var names22=names.slice(1,3);

document.getElementById("demo5").innerHTML= names;

document.getElementById("demo6").innerHTML= names22;

</script>

</body>

</html>

# array method

fam,johm,sadu  
sadu,johm,fam  
1,2,9  
hga,iuy,yui,gyf,anie  
sad,das,yar,yak  
das,yar  
………………………………………….

Array methods continued

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">array method</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

<span id="demo8"></span><br>

<span id="demo9"></span><br>

<span id="demo10"></span><br>

<span id="demo11"></span><br>

<span id="demo12"></span><br>

</p>

<script>

var name1=["johm","fam","sadu"];

var names=["johm","fam","sadama"];

//converting arraays into strings

//valueOf

//toString

document.getElementById("demo1").innerHTML= name1.toString();

document.getElementById("demo2").innerHTML= names.valueOf();

//join()

document.getElementById("demo3").innerHTML= names.join(" and ");

//delete items

function del(){

delete names[0];

document.getElementById("demo4").innerHTML= name1;

names[0]="johm";

}

//popping-remove last element

function popFun(){

name1.pop();

document.getElementById("demo5").innerHTML= name1;

}

//push-add item to end

function pushFun(){

name1.push("tim");

document.getElementById("demo6").innerHTML= name1;

}

//shift-remove first item

function shiftFun(){

name1.shift();

document.getElementById("demo7").innerHTML= name1;

}

//unshift-add new item to strting

function unshiftFun(){

name1.unshift("adi");

document.getElementById("demo8").innerHTML= name1;

}

//changing/modifyng

function changeFun(){

name1[0]="mike";

document.getElementById("demo9").innerHTML= name1;

}

</script>

</body>

</html>

# array method

johm,fam,sadu  
johm,fam,sadama  
johm and fam and sadama

rest check video as buttons need to be added

video array methods part 1

……………………..

Math object

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">math object</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

<span id="demo8"></span><br>

<span id="demo9"></span><br>

<span id="demo10"></span><br>

<span id="demo11"></span><br>

<span id="demo12"></span><br>

</p>

<script>

//math.random()-->returns a random no between 0 and 1

document.getElementById("demo1").innerHTML=Math.random();

//math.round()-->used to round no to nearest integer

document.getElementById("demo2").innerHTML=Math.round(4.4);

document.getElementById("demo3").innerHTML=Math.round(1.8);

//math.min() and math.max()

document.getElementById("demo4").innerHTML=Math.min(-9,7,56);//similar with max

//math.ceil() and math.floor()

document.getElementById("demo5").innerHTML=Math.ceil(10.8);

document.getElementById("demo6").innerHTML=Math.floor(6.4);

//sqroot and pi

document.getElementById("demo7").innerHTML="square root:"+ Math.SQRT2 +"value of pi:"+Math.PI;

</script>

</body>

</html>

# math object

0.39559824177051084  
4  
2  
-9  
11  
6  
square root:1.4142135623730951value of pi:3.141592653589793  
………………………..

Date object

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">date object</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

<span id="demo8"></span><br>

<span id="demo9"></span><br>

<span id="demo10"></span><br>

<span id="demo11"></span><br>

<span id="demo12"></span><br>

</p>

<script>

//new date

var currentDate= new Date();

document.getElementById("demo1").innerHTML= currentDate;

//new date(milliseconds)

//1 day has 86,5400,000 millisecs

//js time starts from 01 jan 1970 00:00:00 utc(cordinated univrsl time)

var milliNumbers=new Date(999999)

document.getElementById("demo2").innerHTML=milliNumbers;

//new Date(dateString)

var dateString=new Date("march 5,2018 7:30:23")

document.getElementById("demo4").innerHTML=dateString;

//new Date(year,month,day,hr,min,sec,millisecs)

//month index is from 0-11

var dateFullFormat=new Date(2018,08,23,5,34,45,89)

document.getElementById("demo5").innerHTML=dateFullFormat;

</script>

</body>

</html>

# date object

Mon Aug 20 2018 11:56:22 GMT+0530 (India Standard Time)  
Thu Jan 01 1970 05:46:39 GMT+0530 (India Standard Time)  
  
Mon Mar 05 2018 07:30:23 GMT+0530 (India Standard Time)  
Sun Sep 23 2018 05:34:45 GMT+0530 (India Standard Time)  
  
……………………………………………..

Date format

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">date format</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

<span id="demo8"></span><br>

<span id="demo9"></span><br>

<span id="demo10"></span><br>

<span id="demo11"></span><br>

<span id="demo12"></span><br>

</p>

<script>

//ISO Dates(YYYY-MM-DD)

var isoFormat1= new Date("2018-09-23");

document.getElementById("demo1").innerHTML= isoFormat1;

var isoFormat2= new Date("2018-09-23T00:09:00");

document.getElementById("demo2").innerHTML= isoFormat2;

//Long dates(MMM DD YYYY)

var longFormat= new Date("July 21 2015");

document.getElementById("demo3").innerHTML=longFormat;

//Short dates(MM/DD/YYYY)-->"-" can also be used

var shortFormat=new Date("09/13/2018")

document.getElementById("demo4").innerHTML=shortFormat;

</script>

</body>

</html>

# date format

Sun Sep 23 2018 05:30:00 GMT+0530 (India Standard Time)  
Sun Sep 23 2018 00:09:00 GMT+0530 (India Standard Time)  
Tue Jul 21 2015 00:00:00 GMT+0530 (India Standard Time)  
Thu Sep 13 2018 00:00:00 GMT+0530 (India Standard Time)

…………………….

Date methods

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">date methods</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

<span id="demo8"></span><br>

<span id="demo9"></span><br>

<span id="demo10"></span><br>

<span id="demo11"></span><br>

<span id="demo12"></span><br>

</p>

<script>

//current date

var currentDate= new Date();

document.getElementById("demo1").innerHTML= currentDate.getDate();

//getFullYear

document.getElementById("demo2").innerHTML=currentDate.getFullYear() ;

//setDate()-->sets day of month

var d1= new Date();

d1.setDate(14);

document.getElementById("demo3").innerHTML=d1;

//Parsing date---date.parse().returns millisecs bw date and 01/01/1970

var milliSecs=Date.parse("July 21 2015");

document.getElementById("demo4").innerHTML=milliSecs;

var d2=new Date(milliSecs);

document.getElementById("demo5").innerHTML=d2;

//Compare dates

var compareDate,text;

compareDate=new Date();

compareDate.setFullYear(2012,08,12)

if(compareDate>currentDate)

{

text=compareDate.toString() + " is future";

}

else{

text="today is future to"+compareDate.toString();

}

document.getElementById("demo6").innerHTML=text;

</script>

</body>

</html>

# date methods

20  
2018  
Tue Aug 14 2018 12:34:26 GMT+0530 (India Standard Time)  
1437417000000  
Tue Jul 21 2015 00:00:00 GMT+0530 (India Standard Time)  
today is future toWed Sep 12 2012 12:34:26 GMT+0530 (India Standard Time)  
…………………………………..

Boolean

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">boolean</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

<span id="demo8"></span><br>

<span id="demo9"></span><br>

<span id="demo10"></span><br>

<span id="demo11"></span><br>

<span id="demo12"></span><br>

</p>

<script>

//true or false

var bool1= Boolean(20==20);

var bool2=(30==30);

var bool3=30==30;

document.getElementById("demo1").innerHTML= bool1;

document.getElementById("demo2").innerHTML= bool2;

document.getElementById("demo3").innerHTML= bool3;

//bolean of zero

var boolZero=Boolean(0);

document.getElementById("demo4").innerHTML=boolZero ;

//boolean of empty string

var boolEmptyString="";

document.getElementById("demo5").innerHTML=Boolean(boolEmptyString);

//boolean of null

var boolNull;

document.getElementById("demo6").innerHTML=Boolean(boolNull);

//boolean of NaN

var x=50/"cse";

document.getElementById("demo7").innerHTML=x;

</script>

</body>

</html>

# boolean

true  
true  
true  
false  
false  
false  
NaN  
………………………………….

Conditional statements

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">boolean</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

<span id="demo8"></span><br>

<span id="demo9"></span><br>

<span id="demo10"></span><br>

<span id="demo11"></span><br>

<span id="demo12"></span><br>

</p>

<script>

var marks=40;

var grade;

var name="a";

if(marks==50 || name=="a")

{

grade="Grade a";

}

else if(marks>50){

grade="grade b";

}

else grade="grade c";

document.getElementById("demo1").innerHTML= grade;

</script>

</body>

</html>

# boolean

Grade a  
……………………

Conditional

If

else if

else

||

&&

Do while & while is simple logical case

…………….  
Loops

For loop

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">loops</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

<span id="demo8"></span><br>

<span id="demo9"></span><br>

<span id="demo10"></span><br>

<span id="demo11"></span><br>

<span id="demo12"></span><br>

</p>

<script>

//for loop

var i;

var text="";

for(i=0;i<10;i++)

{

text += " "+ i;

}

document.getElementById("demo1").innerHTML= text;

var length1;

text1="";

var names=["sahana","suhana","fahim"];

for(i=0,length1=names.length;i<length1;i++){

text1 += names[i] + " ";

}

document.getElementById("demo2").innerHTML= text1;

//for in loop

var car={model:"zen",make:"susuki"};

var x;

var carsText="";

for(x in car)

{

carsText += car[x]+ " ";

}

document.getElementById("demo3").innerHTML= carsText;

</script>

</body>

</html>

# loops

0 1 2 3 4 5 6 7 8 9  
sahana suhana fahim   
zen susuki

…………………

Switch cases

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">switch cases</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

<span id="demo8"></span><br>

<span id="demo9"></span><br>

<span id="demo10"></span><br>

<span id="demo11"></span><br>

<span id="demo12"></span><br>

</p>

<script>

var day;

var currentDay=5;

switch(currentDay){

case 0:

day="Sunday"

break;

case 1:

day="Monday"

break;

case 2:

day="Tues"

break;

case 3:

day="Wed"

break;

case 4:

day="Thur"

break;

case 5:

day="Fri"

break;

case 6:

day="Sat"

break;

}

document.getElementById("demo1").innerHTML= day;

</script>

</body>

</html>

# switch cases

Fri  
………………………

Switch case 2

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">switch case2</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

<span id="demo8"></span><br>

<span id="demo9"></span><br>

<span id="demo10"></span><br>

<span id="demo11"></span><br>

<span id="demo12"></span><br>

</p>

<script>

var day;

var currentDay=5;

switch(currentDay){

case 0:

case 1:

case 2:

case 3:

case 4:

day="Weekday"

break;

case 5:

case 6:

day="Weekend"

break;

}

document.getElementById("demo1").innerHTML= day;

</script>

</body>

</html>

# switch cases

Weekend  
…………………………………….

Break and continue

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">break and continue</span>

</h1>

<p>

<span id="demo1"></span><br>

<span id="demo2"></span><br>

<span id="demo3"></span><br>

<span id="demo4"></span><br>

<span id="demo5"></span><br>

<span id="demo6"></span><br>

<span id="demo7"></span><br>

<span id="demo8"></span><br>

<span id="demo9"></span><br>

<span id="demo10"></span><br>

<span id="demo11"></span><br>

<span id="demo12"></span><br>

</p>

<script>

var i;

var names=["jollu","sahana","riya"];

var length=names.length;

var textNames1="";

var textNames2="";

for(i=0;i<length;i++){

if(names[i]=="sahana"){

break;

}

textNames1 += names[i] +" ";

}

for(i=0;i<length;i++){

if(names[i]=="sahana"){

continue;

}

textNames2 += names[i] +" ";

}

document.getElementById("demo1").innerHTML= textNames1;

document.getElementById("demo2").innerHTML= textNames2;

</script>

</body>

</html>

# break and continue

jollu   
jollu riya   
……………………………………………………………….

Try catch and throw

< html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">javascript exception handling</span>

</h1>

<h2>exception handling</h2><br>

<p>please enter the age</p><br>

<p><input id="demo1" type="text"></p>

<p><button type="button" onclick="fun()">Validate</button></p>

<span id="demo2"></span><br>

<script>

function fun(){

var x;

x=document.getElementById("demo1").value;

try{

if(x>200){

throw "you are very old";

}

}

catch(e){

document.getElementById("demo2").innerHTML= e;

}

}

</script>

</body>

</html>

# javascript exception handling

## exception handling

please enter the age



Validate

you are very old

…………………………

Try and catch

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">javascript exception handling</span>

</h1>

<h2>exception handling</h2><br>

<p>please enter the age</p><br>

<p><input id="demo1" type="text"></p>

<p><button type="button" onclick="fun()">Validate</button></p>

<span id="demo2"></span><br>

<script>

function fun(){

var x;

x=document.getElementById("demo1").value;

try{

if(x<20 || x>12){

teenfun();

}

}

catch(e){

document.getElementById("demo2").innerHTML= e;

}

}

function teenFun(){}

</script>

</body>

</html>

# javascript exception handling

## exception handling

please enter the age



Validate

ReferenceError: teenfun is not defined//teenFun is function

………………………………  
  
try catch finally

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">javascript exception handling</span>

</h1>

<h2>exception handling</h2><br>

<p>please enter the age</p><br>

<p><input id="demo1" type="text"></p>

<p><button type="button" onclick="fun()">Validate</button></p>

<span id="demo2"></span><br>

<script>

function fun(){

var x;

x=document.getElementById("demo1").value;

try{

if(x>200){

throw "you are old";

}

}

catch(e){

document.getElementById("demo2").innerHTML= e;

}

finally{

document.getElementById("demo1").value="";

}

}

</script>

</body>

</html>

# javascript exception handling

## exception handling

please enter the age



Validate

you are old

……………………………

USED for debugging the code

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1>

<span class="animate">javascript debugging</span>

</h1>

<h2>javascript debugging</h2><br>

<span id="demo2"></span><br>

<script>

//firefox

//tools->web developer-->web console/debugger

//mac:option+command+I

//windows-->f12,ctrl+shift+I

//Chrome

//view-->developer-->developer tools

//shortcut mac:option+command+I

//windows-->f12,ctrl+shift+I

var a=10,b=20;

var c=a+b;

console.log(c);

document.getElementById("demo2").innerHTML=c;

</script>

</body>

</html>

………………………..

Hoisting

It means proper placement of words or syntax:

Use strict

For removing ambiquity

Ss on mobile kept

Performance improvement

Use variables before xyz.length().this saves time at the beginning

………………………………….

DOM INTRO

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1 id="header1">

<span class="animate">Understanding DOM</span>

</h1>

<p>

<input id="input1" type="text"></input><br>

<p><button onclick="jsFun()">Submit</button></p><br>

<p><span id="p1">Hide/Show</span></p><br>

<p><button onclick="jsHide()">Hide</button></p>

<p><button onclick="jsShow()">Show</button></p>

</p>

<script>

function jsFun(){

var element1=document.getElementById("header1");

element1.style.color="red";

element1.style.fontSize="60px";

element1.style.fontFamily="calibri";

var element2=document.getElementById("input1");

element2="number";

}

function jsHide(){

var element3=document.getElementById("p1");

element3.style.visibility="hidden";

}

function jsShow(){

var element3=document.getElementById("p1");

element3.style.visibility="visible";

}

</script>

</body>

</html>

# Understanding DOM



Submit

Hide/Show

Hide

Show

…………………………….

Creating and deleting elements---dom concept,

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1 >

<span class="animate">document.body and document.element</span>

</h1>

<p>line1</p><br>

<p>line2</p><br>

<p>line3</p><br>

<p>

<button onclick="jsBody()">Js Body</button>

<button onclick="jsElement()">Js Element</button>

</p>

<script>

//everything inside body tag pop up is displayed on click

function jsBody(){

alert( document.body.innerHTML);

}

//everything inside html tag pop up is displayed on click

function jsElement(){

alert( document.documentElement.innerHTML);

}

</script>

</body>

</html>

…………………….

Creating and deleting elements

<html>

<head>

<title>Safari practise</title>

</head>

<body>

<h1 id="header1">

<span class="animate">creating and deleting elementst</span>

</h1>

<div id="div1">

<p>

<button onclick="jsCreate()">Create</button>

<button onclick="jsDelete()">Delete</button>

</p>

<p id="p1"><span id="s1">line1</p><br>

<p id="p2"><span id="s2">line2</p><br>

</div>

<script>

function jsCreate(){

var p=document.createElement("p");

var span=document.createElement("span");

p.appendChild(span);

var textNode=document.createTextNode("line3");

span.appendChild(textNode);

var element=document.getElementById("div1");

var p1=document.getElementById("p1");

element.appendChild(p);

//element.insertBefore(p,p1);if u want to insert before

}

function jsDelete(){

var parent=document.getElementById("div1");

var child=document.getElementsByTagName("p")[2];

parent.removeChild(child);

}

</script>

</body>

</html>

# creating and deleting elementst

Create Delete

line1

line3

we can add and delete contents through the text

……………………………..

EVENTS AND ACTIONS

<html>

<head>

<title>Safari practise</title>

</head>

<body onload="checkLanguage()">

<h1>

<span class="animate">Events</span>

</h1>

<p>

<span id="content"></span>

</p>

<!--onclick-->

<p>

<span onclick="this.innerHTML='text changed!'"></span>

</p>

<p>

<span>Name:<input type="text"id="name" onchange="changeCapital()"></span>

</p>

<p>

<button onmouseover="mouseOver(this)" onmouseout="mouseOut(this)">SUBMIT HERE</button>

</p>

<script>

//onload

function checkLanguage(){

var text="Language:"+navigator.language;

document.getElementById("content").innerHTML=text;

}

//onchange

function changeCapital(){

var text=document.getElementById("name");

text.value=text.value.toUpperCase();

}

//Mouse out

function mouseOut(e){

e.innerHTML="Click";

e.style.color="red";

e.style.fontSize="10px";

}

//Mouse over

function mouseOver(e) {

e.innerHTML="Submit";

e.style.color="blue";

e.style.fontSize="10px";

}

</script>

</body>

</html>

# Events

Language:en-US

Name:

SUBMIT HERE

….

On mouseout

# Events

Language:en-US

Name:

Click

……

On mouseover

# Events

Language:en-US

Name:

Submit

……………………………..

Event listener

<html>

<head>

<title>Safari practise</title>

</head>

<body >

<h1>

<span class="animate">Event Listner</span>

</h1>

<p>

<button id="bt1">Submit</button><br>

</p>

<p>

<span id="content1">Watch this element</span><br>

<span id="content2">One more click</span><br>

</p>

<p>

<button id="bt2">Parameters</button><br>

</p>

<p>

<span id="content3"></span>

</p>

<script>

var x=document.getElementById("bt1");

x.addEventListener("mouseover",mouseOver);

x.addEventListener("click",click1);

x.addEventListener("mouseout",mouseOut);

x.addEventListener("click",click2);

function click1(){

var x=document.getElementById("content1");

x.innerHTML="Clicked!";

x.style.fontSize="12px";

}

function click2(){

var x=document.getElementById("content2");

x.innerHTML="This also works!";

x.style.fontSize="12px";

}

function mouseOver(){

var x=document.getElementById("content1");

x.innerHTML="Mouse Over";

x.style.fontSize="12px";

}

function mouseOut(){

var x=document.getElementById("content1");

x.innerHTML="Mouse Out";

x.style.fontSize="12px";

}

var a=30;

var b=20;

document.getElementById("bt2").addEventListener("click",

function()

{

calculate(a,b);});

function calculate(x,y){

var z=x+y;

document.getElementById("content3").innerHTML=z;

}

</script>

</body>

</html>

# Event Listner

Submit

Watch this element  
One more click

Parameters

….

On hover

# Event Listner

Submit

Mouse Over  
One more click

Parameters

…………

On mouse out

# Event Listner

Submit

Mouse Out  
One more click

Parameters

………

On clicking submit button

# Event Listner

Submit

Clicked!  
This also works!

Parameters

…………….

On moving out submit button after clicking

# Event Listner

Submit

Mouse Out  
This also works!

Parameters

……………….

On clicking parameters

# Event Listner

Submit

Mouse Out  
This also works!

Parameters

50

…………………

Bubbling and capturing

<html>

<head>

<title>Safari practise</title>

</head>

<body >

<h1>

<span class="animate">Bubbling and Capturing</span>

</h1>

<p id="p1">

<span id="s1">Bubbling Example<br>

</p>

<p id="p2">

<span id="s2">Capturing Example<br>

</p>

<script>

//bubbling-this is default

//value is false

//innermost and then outermost

//capturing-value is true

//outermost and then innermost

document.getElementById("s1").addEventListener("click",bubble1,false);

document.getElementById("p1").addEventListener("click",bubble2,false);

document.getElementById("s2").addEventListener("click",capture1,true);

document.getElementById("p2").addEventListener("click",capture2,true);

function bubble1(){

alert("clicked span");

}

function bubble2(){

alert("clicked paragraph");

}

function capture1(){

alert("clicked span");

}

function capture2(){

alert("clicked paragraph");

}

</script>

</body>

</html>

# Bubbling and Capturing

Bubbling Example

Capturing Example

…on clicking we see alert being displayed according to capture or bubble

………………………………………………….

COOKIES:

Cookies are used to store data

Stored as name value pair.Eg:username=Sam

CREATE COOKIES:

document.cookie=”username=Sam;

expires=Fri.10 July 2015 12:00:00 UTC”;

READ COOKIE:

document.cookie returns all stored cookies in one string;

cookieName=cookieValue;

CHANGE COOKIE:

Document.cookie=”username =Tom”;

DELETE COOKIE:

Document.cookie=”username”

……………….

Window sreen size

<html>

<head>

<title>Safari practise</title>

</head>

<body >

<h1>

<span class="animate">window screen</span>

</h1>

<p><span id="content1"></span></p><br>

<p><span id="content2"></span></p><br>

<p><span id="content3"></span></p><br>

<p><span id="content4"></span></p><br>

<p><span id="content5"></span></p><br>

<p><span id="content6"></span></p><br>

<script>

document.getElementById("content1").innerHTML="width:" +window.screen.width + "px";

document.getElementById("content2").innerHTML="available width:" +screen.availWidth + "px";

document.getElementById("content3").innerHTML="height:" +screen.height + "px";

document.getElementById("content4").innerHTML="available height:" +screen.availHeight + "px";

document.getElementById("content5").innerHTML="color depth:" +screen.colorDepth + "px";

document.getElementById("content6").innerHTML="pixel depth:" +screen.pixelDepth + "px";

</script>

</body>

</html>

# window screen

width:1366px

available width:1366px

height:768px

available height:728px

color depth:24px

pixel depth:24px

…………………………….

Javascript popups

<html>

<head>

<title>Safari practise</title>

</head>

<body >

<h1>

<span class="animate">Javascript PopUps</span>

</h1>

<p>

<button id="bt1" onclick="alertFunc()">Alert</button>

<button id="bt2" onclick="confirmFunc()">Confirm</button>

<button id="bt3" onclick="promptFunc()">Prompt</button>

</p>

<p><span id="content1"></span></p><br>

<p><span id="content2"></span></p><br>

<script>

function alertFunc(){

alert("This is an alert");

}

function confirmFunc(){

var x=confirm("Do you accept the terms?");

if(x==true){

document.getElementById("content1").innerHTML="the user accepted the terms";

}

else{

document.getElementById("content1").innerHTML="User did not accept the terms";

}

}

function promptFunc(){

var carName= prompt("please enter the car name","choose yourc car");

if(carName!= null){

document.getElementById("content2").innerHTML= "HI, " + carName + " is a great car";

}

else{

document.getElementById("content2").innerHTML="You did not enter the car name";

}

}

</script>

</body>

</html>

# Javascript PopUps

Alert Confirm Prompts

These 3 buttons on click show their functionality.

Confirm button on accepting and cancel pops a message respectively

the user accepted the term

User did not accept the terms

Prompt

\*choose yourc car is default text on field

\*HI, bmw is a great car

………………….

window object

<html>

<head>

<title>Safari practise</title>

</head>

<body >

<h1>

<span class="animate">Window Objects</span>

</h1>

<p><span id="content1"></span></p><br>

<p><span id="content2"></span></p><br>

<p><span id="content3"></span></p><br>

<p>

<button id="bt1" onclick="openFunc()">Open Window</button>

<button id="bt2" onclick="focusFunc()">Focus Window</button>

<button id="bt3" onclick="closeFunc()">Close Window</button>

</p>

<script>

document.getElementById("content1").innerHTML="Inner Height:" + window.innerHeight + " px";

document.getElementById("content2").innerHTML="Inner Width:" + window.innerWidth + " px";

var myWin;

function openFunc(){

//url,name,specification

//name-->blank(new window)

//name-->self(replace current window)

//specification-height,width,top,left

myWin=window.open("http://www.letskode.com",width=200,height=300,top=300,left=400);

}

function focusFunc(){

myWin.focus();

}

function closeFunc(){

myWin.close();

}

</script>

</body>

</html>

# Window Objects

Inner Height:615 px

Inner Width:441 px

Open Window Focus Window Close Window-3 buttons.each button opens the url and closes the url by close window click

…………………………………

Browsing history

<html>

<head>

<title>Safari practise</title>

</head>

<body >

<h1>

<span class="animate">Javascript History</span>

</h1>

<button id="bt1" onclick="openFunc()">Lets go to Hello Page</button><br><br>

<button id="bt2" onclick="forwardFunc()">Forward</button>

<script>

function openFunc(){

window.open("hello.html","\_self");

}

function forwardFunc(){

window.history.forward();

}

</script>

</body>

</html>

# Javascript History

Lets go to Hello Page  
  
Forward

<html>

<head>

</head>

<body >

<h1>

<span class="animate">This is Hello Page</span>

</h1>

<button id="bt1" onclick="backFunc()">Back button</button><br>

<script>

function backFunc(){

window.history.back();

}

</script>

</body>

</html>

# This is Hello Page

Back button

…………………….

Timing event

<html>

<head>

<title>Safari practise</title>

</head>

<body >

<h1>

<span class="animate">Javascript Timimg Event</span>

</h1>

<p><span id="s1"></span></p><br>

<p><button id="bt1" onclick= "clearInterval(timeDisplay)">Stop Watch</button></p>

<p><span id="s2"></span></p><br>

<p><button id="bt2" onclick= "clearTimeout(handleTime)">Stop Execution</button></p>

<script>

//setInterval-xecutes a function repeatedly at specific time

var timeDisplay=setInterval(function(){

setIntervalFunc()},1000);

function setIntervalFunc(){

var watch= new Date();

document.getElementById("s1").innerHTML=watch.toTimeString();

}

//setTimeout-after waiting for specified millisecs,executes funct only once

handleTime=setTimeout(function(){

setTimeoutFunc()},3000);

function setTimeoutFunc(){

document.getElementById("s2").innerHTML="text will show aftr 3 secs";

}

</script>

</body>

</html>

# Javascript Timimg Event

22:48:33 GMT+0530 (India Standard Time)

Stop Watch

Stop Execution

……………….

# Javascript Timimg Event

22:48:57 GMT+0530 (India Standard Time)

Stop Watch

text will show aftr 3 secs

Stop Execution

…………….

AJAX

## **XMLHttpRequest Object Methods**

|  |  |
| --- | --- |
| **Method** | **Description** |
| new XMLHttpRequest() | Creates a new XMLHttpRequest object |
| abort() | Cancels the current request |
| getAllResponseHeaders() | Returns header information |
| getResponseHeader() | Returns specific header information |
| open(method, url, async, user, psw) | Specifies the request  method: the request type GET or POST url: the file location async: true (asynchronous) or false (synchronous) user: optional user name psw: optional password |
| send() | Sends the request to the server Used for GET requests |
| send(string) | Sends the request to the server. Used for POST requests |
| setRequestHeader() | Adds a label/value pair to the header to be sent |

|  |  |
| --- | --- |
| **Method** | **Description** |
| setRequestHeader(*header, value*) | Adds HTTP headers to the request  *header*: specifies the header name *value*: specifies the header value |

## **XMLHttpRequest Object Properties**

|  |  |
| --- | --- |
| **Property** | **Description** |
| onreadystatechange | Defines a function to be called when the readyState property changes |
| readyState | Holds the status of the XMLHttpRequest. 0: request not initialized  1: server connection established 2: request received  3: processing request  4: request finished and response is ready |
| responseText | Returns the response data as a string |
| responseXML | Returns the response data as XML data |
| status | Returns the status-number of a request 200: "OK" 403: "Forbidden" 404: "Not Found" For a complete list go to the [Http Messages Reference](https://www.w3schools.com/tags/ref_httpmessages.asp) |
| statusText | Returns the status-text (e.g. "OK" or "Not Found") |

## **Server Response Properties**

|  |  |
| --- | --- |
| **Property** | **Description** |
| responseText | get the response data as a string |
| responseXML | get the response data as XML data |

## **Server Response Methods**

|  |  |
| --- | --- |
| **Method** | **Description** |
| getResponseHeader() | Returns specific header information from the server resource |
| getAllResponseHeaders() | Returns all the header information from the server resource |

The **getAllResponseHeaders()** method returns all header information from the server response.

The **getResponseHeader()** method returns specific header information from the server response.

INDEX.HTML

<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<title>Ajax Sandbox</title>

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<link rel="stylesheet" href="http://cdnjs.cloudflare.com/ajax/libs/skeleton/2.0.4/skeleton.css"/>

</head>

<body>

<div class="container">

<button id="button">Get data</button><br><br>

<div id="output"></div>

</div>

<script src="app.js"></script>

</body>

</html>

<!--

<DOCTYPE html>

<html>

<body>

<h2>The XMLHttpRequest Object</h2>

<button type="button" onclick="loadDoc()">Request data</button>

<p id="demo"></p>

<script>

function loadDoc() {

var xhttp = new XMLHttpRequest();

xhttp.onreadystatechange = function() {

if (this.readyState == 4 && this.status == 200) {

document.getElementById("demo").innerHTML = this.responseText;

}

};

xhttp.open("POST", "demo\_post2.asp", true);

xhttp.setRequestHeader("Content-type", "application/x-www-form-urlencoded");

xhttp.send("fname=Henry&lname=Ford");

}

</script>

</body>

</html>-->

DATA.TXT

hello Sahana

APP.JS

document.getElementById('button').addEventListener('click',loadData);

function loadData()

{

//create an XHR Object

//Syntax for creating an XMLHttpRequest object:

var xhr = new XMLHttpRequest();

//console.log('READYSTATE',xhr.readyState);

// xhr.onload =function(){

// if(this.status==200){

// console.log(this.responseText);

// }

// }

xhr.onreadystatechange=function(){

console.log('READYSTATE',xhr.readyState);

if(this.status==200 && this.readyState==4){

console.log(this.responseText);

}

};

//open

xhr.open('GET',"data.txt",true);

xhr.send();

}

//readyState Values

//0:request not initialized

//1:server connection establisehed

//2:request received

//3:processing request

//4:request finished and response is ready

//HTTP Status:

//200:ok;

//403:forbidden;

//404:not found

…………………..

Json

Storing data in local storage

//Storing data:  
myObj = {name: "John", age: 31, city: "New York"};  
myJSON = JSON.stringify(myObj);  
localStorage.setItem("testJSON", myJSON);  
  
//Retrieving data:  
text = localStorage.getItem("testJSON");  
obj = JSON.parse(text);  
document.getElementById("demo").innerHTML = obj.name;

s