JavaScript

* Add client side validation – reduce the unnecessary round trip = better user experience ( nu mai e nevoie ca userul sa faca request si sa trimita la server si serverul sa raspunda ) – clientside can be easily bypassed by disabling javascript, so we need server side validation(ex: o functie)

Can use JavaScript to track browsing history, stealing pass etc..

innerText – e suportata doar de iExplorer si Chrome. For Mozila use textContent

Mereu folosim variabila,var, indifferent de ce tip e

Dinammicaly typed language = var x = 10 , var x = “salut” - data types are converted automatically as needed during a script execution.

Daca folosesti - , stringul e convertit in numeric “50” – 10 = 40

String + string = string

String + number = string + number – converteste numarul la string si afiseaza ex : Numarul este 10

**parseInt , parseFloat**

**mystring.Length(), mystring.Trim() , mystring.replace(/blue/g, green) -** oriunde gasesti blue , replace cu green / ceva /g - ceva e reg ex , g – global = case sensitive , gi = case insensitive

email.substring=(0, email.indexOf(“@”)) - sa inceapa de la caracterul 0 si sa se termine la @

email.substring=(email.indexOf(“@”)+1 ) - ce incepe de la @ incolo .. ex: @gmail.com

var userInput = Number(prompt("Please enter a number", ""));

var message = userInput %2 == 0 ? "Your number is even" : "Your number is odd";

? – returns true

: - returns false

Daca numarul e par variabila message se instantiaza cu Your number is even

var userInput = Number(prompt("Please enter a number", ""));

var monthName = userInput ==1 ? "January" : userInput ==2 ? "February" : userInput ==3 ? "March" : "unknown month" ;

while – merge cat ce e intre () e adevarat

var myArray = [1,2,3,4,5];

myarray**.Push(6);** - adauga element la finalul array ului

myarray**.Unshift(0);** – adauga la inceput;

var lastElement=myArray**.pop();** - remove the last element (5) and can return last element

var firstElement=myArray**.shift();** - remove the first element (1) and return that elelemtn

myArray.**splice(4, 0 , 6, 7) –** adauga la un anumit index – la index 4, 0-nu stergem nimic(daca era 1 stergeam 1 elemnt) , 6,7 – astea se adauga dupa index 4

**sort()** – functioneaza doar cu strings(alfabetic) , pt intiger trebuie sa ii dam parametrii

//how to remove duplicate elements in an array – strings

**filter() –** creates a new array and populates it with elements that meet a specified condition in a callback function

**callbackfunction(value,index,array)**

var myArray = [1,2,3,4,5,6,7,8,9,10];

function isEven(value, index, array) **- callbackfunction**

{

if (value % 2 ==0)

{

return true;

}

else{

return false;

}

}

var result = myArray.filter(isEven); **- passing the callbackfunction**

document.write(result);

//2 dimensional array

var myArray1 = (3);

for (var i = 0; i<3; i++) {

myArray1[i] = new Array(3);

}

//foreach location in myArray1 creating another array with 3 elements, got an array with 3 columns and 3 rows

var start = 1;

for(var i=0; i<3; i++){

for(var j=0; j<3; j++){

myArray1[i][j] = start;

start= start+1;

}

}

///nested forloop

for(var i=0; i<3; i++){

for(var j=0; j<3; j++){

document.write(myArray1[i][j] + "&emsp;");

}

document.write("<br/>");

}

Function Hoisting = by default, javascript moves the function definition first and then call it, so you can call a function and then define it.

Local variable – o variabila declarata intr o functie nu poate fi folosita in afara ei