2017.6.23

一:

String对象

<script type="text/javascript">

function test1(){

var str1="ABC";//直接量语法创建String: "字面值"

alert("字面值:"+str1+" 字符个数:"+str1.length);

var str2=new String("ABC123");

alert("字面值:"+str2+" 字符个数:"+str2.length);

}

function test2(){

var str="张三";//创建对象,将对象的内存地址赋给str

var newStr= str+"123";//将str内存地址赋给 newStr? 产生新String 赋给了 newStr

alert("str="+str);//原有对象依然是"张三"

alert("newStr="+newStr);//更改后 产生新对象 "张三123"

//String对象的字面值不能更改,否则将产生新的String对象

}

function test3(){

var str="abc123abc";

//查询指定索引的符号

alert("查询索引为4的符号:"+str.charAt(4));

alert("查询索引为2的符号:"+str.charAt(2));

//查询指定符号的位置

alert("查询第一个bc的索引:"+str.indexOf("bc"));

alert("从索引为4开始 查询第一个bc的索引:"+str.indexOf("bc",4));

alert("查询最后一个bc的索引:"+str.lastIndexOf("bc"));

alert("从索引为4开始 查询最后一个bc的索引:"+str.lastIndexOf("bc",4));

}

function test4(){

var str="abc123abc";

//修改指定内容

str= str.replace("123","\*\*\*\*");

alert("修改:"+str);

//删除指定内容

str= str.replace("\*\*\*\*","");

alert("删除:"+str);

}

function test5(){

var str="abc123abc";

// +

str=str+"456";

str=str+"def"+"1111"+"2222";//链接式操作

alert("添加:"+str);

//面向对象代码格式: 对象.方法名()

var str2="abc";

str2=str2.concat("123","def");

alert(str2);

}

function test6(){

var str="abc123ABc";

//将字符串中的所有字母 转为大写 或 小写

//str.toLowerCase();//转为小写

//str.toUpperCase();//转为大写

//str=str.toUpperCase();

var newstr=str.toUpperCase();

alert("转为大写:"+newstr);

}

function test7(){

var str="abc123abc";

//截取字符串中的数字部分

var s1=str.substring(3,6);//substring()中索引不能为负值

alert("substring: "+s1);

var s2=str.substr(3,3);

alert("substr: "+s2);

var s3=str.slice(3,6);//slice()中索引可以为负值

alert("slice: "+s3);

}

function test8(){

var str="a,b,c,张三,李四,王五";

var allStr=str.split(",");

for(var i=0;i<allStr.length;i++){

alert(allStr[i]);

}

}

</script>

</head>

<body>

<!--

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日期: 2017-6-19

字符串: 指多个符号.[一段话,一个单词等等]

字符: 指一个符号.

JS中不区分字符和字符串,都称为字符串.JS中使用String类表示字符串对象.[string表示JS的基本数据类型]

String和string的关系:

1.String表示JS内置的字符串对象

2.string表示JS的基本数据类型

3.String是string的封装类.

如何理解封装类:

JS属于面向/基于对象的语言,所有的操作都要围绕对象进行.[对象.属性; 对象.方法名()]

JS的基本数据类型既不是对象,也不面向对象. 为了更加彻底的面向对象,JS为基本数据类型提供封装类[类/图纸].

基本数据类型: string number boolean [null undefined]

封装类: String Number Boolean

var str="张三";

var age=23;

var merry=false;

以上数据,是否创建了对象?

创建对象的格式: new 设计图纸名()

-->

String对象测试 <br>

<!-- 创建String对象 和 length属性 -->

<input type="button" value="确定1" onclick="test1()">

<!-- 测试字符串值固定,不能更改 -->

<input type="button" value="确定2" onclick="test2()">

<!-- 查询操作 -->

<input type="button" value="确定3" onclick="test3()">

<!-- 修改或删除操作 -->

<input type="button" value="确定4" onclick="test4()">

<!-- 添加操作 -->

<input type="button" value="确定5" onclick="test5()">

<!-- 大小写转换 -->

<input type="button" value="确定6" onclick="test6()">

<!-- 截取字符串 -->

<input type="button" value="确定7" onclick="test7()">

<!-- 拆分字符串 -->

<input type="button" value="确定8" onclick="test8()">

</body>

</html>

二:

验证码

<script type="text/javascript">

/\*

\* 1.数组: 将所有随机码存放到容一个数组中,通过随机取出4个元素

\* allCode=["a","b",...]; f2Hl

\* "A","B","C","D","E","F","G","H","I","J","K","L","M","N","O","P","Q","R","S","T","U","V","W","X","Y","Z",

\* "a","b","c","d","e","f","g","h","i","j","k","l","m","n","o","p","q","r","s","t","u","v","w","x","y","z",

\* "0","1","2","3","4","5","6","7","8","9"

\* 2.字符串: 将所有随机码拼成字符串对象,通过随机获得4个索引对应的符号

\* allStr="abcdefg..." f2Hl

\* String allStr=ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789

\*

\* ASCLL码: 全部由整数组成,范围0-65535

\* 0表示空格符号

\* 65表示A

\* 90表示Z

\* 97表示a

\* 122表示z

\*/

var allCode=[

"A","B","C","D","E","F","G","H","I","J","K","L","M","N","O","P","Q","R","S","T","U","V","W","X","Y","Z",

"a","b","c","d","e","f","g","h","i","j","k","l","m","n","o","p","q","r","s","t","u","v","w","x","y","z",

"0","1","2","3","4","5","6","7","8","9"

];

function getRandomCode(){

checkCode="";

for(var i=0;i<4;i++){

var nowIndex=Math.floor(Math.random()\*allCode.length);

checkCode+=allCode[nowIndex];

}

document.getElementById("code").innerHTML=checkCode;

/\*

\* 0.0-1.0 [含头不含尾]

\* 0.0\*10 1.0\*10 0---10

\* 0.0\*100 1.0\*100 0---100

\* 0.0\*60 1.0\*60 0---60

\* 0.0\*62 1.0\*62 0---62

\*/

}

function checkInCode(){

//获得用户输入的文字

var inCode=document.getElementById("in").value;

//比较输入内容 与 生成的码 是否相同

//将系统验证码和输入验证码 都转为 大写 或小写

var sysCode=checkCode.toUpperCase();

var userCode=inCode.toUpperCase();

if(sysCode==userCode){

alert("验证码输入正确!");

}else{

alert("验证码输入错误!");

}

}

</script>

</head>

<body onload="getRandomCode()">

<!--

作者: 漂流哥

日期: 2017-6-21

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验证码:<br>

<h1 id="code"></h1>

请输入:<input type="text" id="in">

<input type="button" value="确定" onclick="checkInCode()"><br>

</body>

</html>

打出0-9

**function** **checIncode**(){

**for**(**var** i=48;i<=57;i++){

document.write("\""+String.fromCharCode(i)+"\",");

}

}

输出结果为:

"0","1","2","3","4","5","6","7","8","9",