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**Question 2**

**unshift** adds a new item at the start of an array:

// The CFG sessions on Javascript are listed in array:

const cfgSessions = [

“Variables, If/Else, and Functions”,

“Arrays and Loops”,

“The DOM (Part 1)”,

“The DOM (Part 2)”,

“Recap Session”

];

// This code adds the first session into the array

cfgSessions unshift (“Intro to Javascript”);

// The CFG sessions array now looks like this:

const cfgSessions = [

“Intro to Javascript”,

“Variables, If/Else, and Functions”,

“Arrays and Loops”,

“The DOM (Part 1)”,

“The DOM (Part 2)”,

“Recap Session”

];

**shift** removes the first item in an array:

// This line of code removes the first session from the above array

cfgSessions shift();

// The CFG sessions array now reads:

const cfgSessions = [

“Variables, If/Else, and Functions”,

“Arrays and Loops”,

“The DOM (Part 1)”,

“The DOM (Part 2)”,

“Recap Session”

];

**split** separates a string into an array without changing the words:

// A string listing the names of students can be split using variableName.split and entering the condition to use for separating, in this instance “,”.

const cfgStudents = “Vanessa, Lucy, Vicki, Melissa”;

const splitArray = cfgStudents.split(”,”);

// console.log (splitArray) returns:

// [object Array] (4)

["Vanessa"," Lucy"," Vicki"," Melissa"]

**Object methods** are functions within the properties of an object.

// The object here is data on a programming language, stored in the object progLang. I have added the function to concatenate the properties in a sentence.

const progLang = {

name: 'Javascript',

creator: 'Brendan Eich',

yearCreated: 1995,

summary : function() {

return this.creator + ' developed ' +this.name + ' in '+ this.yearCreated;

}

};

// To access the method I call it on the console.log by adding it to a variable name “javascriptSummary”

const javascriptSummary = progLang.summary();

console.log (javascriptSummary);

**DOM events**

**onmouseover** is an event that occurs when the user scrolls the mouse over an element

button.onmouseover = function(){

//some cfg related logic

};

**fullscreenchange** is an event that happens when fullscreen mode is entered.

document.addEventListener("fullscreenchange", function() {

output.innerHTML = "Code First Girls is brilliant";

});

**onreset** is an event to reset a form:

<form onreset="studentName()">

Enter name: <input type="text">

<input type="reset">

</form>