Javascript developed by **Brendan Eich**, Netscape,1995. Mocha->Livescript->javascript

- Why name as script – it execute as the page loads

*- <script type=”text/javascript”>* type=”text/javascript” is not needed

- External js files can be stored as cache in browsers

-’use strict’; to use only latest functionality of javascript versions

-whitespace, case-sensitive

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| Javascript reserved keywords | | | |
| break | as | any | switch |
| case | if | throw | else |
| var | number | string | get |
| module | type | instanceof | typeof |
| finally | for | enum | export |
| while | void | this | new |
| null | super | catch | let |
| static | return | true | false |

**Variables**: represents name for a memory block

var name=”rajesh”; //scope dependent for a function or window object

let name=”rajesh” //used as block scope, cannot be redeclared

const NAME=”rajesh” //cannot be reassigned, redeclared, requires declaration, immutable

Template literal: can use ${name} inside string. var name = ‘rajesh’; console.log(“my name is ${name}”);

- var {name,age,job}={name:"rajesh",age:"22",job:"it"}; console.log(name); //rajesh

**Datatypes:**

1.Number - integer & floating point

2. String - one or more characters

3. Boolean - true/false

4. Null - Unknown but (null==undefined) is true , (null==0) is false

5. Undefined – Known by non - defined

6. Object - collections of variables and properties

7. Symbol – unique identifiers

**Object:**

var user = new Object(); // "object constructor" syntax

var user = {}; // "object literal" syntax

user.name=’rajesh’;

delete user.name;

-for object keyname, no restrictions for reserved words, bu \_\_proto\_ will not work

-check key existense in object *“key” in obj;*

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| function makeUser(age) {  return {age: age};} | function makeUser(age) {  return {age};} |

**for key….in** - *for(key in object){………}* //this loop run in an ascending ordered manner for number keys

**Comparing object** : obj1={}; obj2={}; obj1==obj2; //false obj1===obj2; //false

obj1={age:22}; obj2=obj1; obj1==obj2;//true obj1===obj2;//true

**Const object:**

Array:

var arr[“name”,’age’,’job’]=[“rajesh”,”12”,’vetti’]; console.log(arr[“name”]); //rajesh

[1,2,3].includes(2); //return true false

[1,2,3].findIndex (2); //return true false

String:

“Hello world”.include(“world”); //return true false

“Hello world”.startswith(“H”, index); //return true false

“Hello world”.endswith(“d”, index); //return true false

“sorry ”.repeat(100); //print sorry 100 times

Conditions:

if

if..else

nested if else if

switch case

Loops:

for

while

do...while

Loop control:

break:

continue:

Function:

function functionName(){...body....}

functionName(); //function calling

Rest parameter(variable arguement):

method1: function functionName(..params){console.log(params[0]; console.log(params[1];)}

functionName(1,2,3); //function calling

**Arrow function**:

let functionName = (parameter)=>{...function body..…};

Default parameter:

function functionName(i=1){....function body.....}

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| **Spread operator(rest parameters)** | Es6 |
| function bigNum(){  var args=Array.prototype.slice.call(arguements,0);  var args=[].slice.call(arguements,0);  //for converting arguements to array }bigNum(); | function bigNum(a,b, ...argArray){  //a=1,b=2,arrgArray is an array[3,4,5] } bigNum(1,2,3,4,5); |

We can combine two arrays. a=[3,4,5]; b=[1,2,...a,6]; //b is [1,2,3,4,5]

console.log(...a); //3 4 5

We can combine two arrays. A=[3,4,5];b=[1,2]; a.push(...b); instead of // Array.prototype.push.apply(a,b);

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| **Class in javascript** | Es6 |
| function Cricketer(name,age,position){  this.name=name; this.age=age; this.position=position;  }  Cricketer.prototype.changePosition=function(position){  this.position=position;  }  var cricketer = new Cricketer(“rajesh”,”22”,”batting”);  console.log(cricketer);  crickter.changePosition(“bowler”);  console.log(crickter); | class Cricketer {  constructor(name,age,position){  this.name=name;this.age=age;this.postion=position;  }  changePosition(position){  this.position=position;  }  }  let crickter = new Crickter(“rajesh”,”2”,”batting”);  console.log(crickter);  crickter.changePosition(“bowler”);  console.log(cricketer); |

**Call Apply Bind:**

varobj = {num:2};

var func=function(a,b){ console.log(this.num+a+b);}

func.call(obj,1,2);

func.apply(obj,[1,2]);

var bound = func.bind(obj); bound(1,2);