***Notes to remember (w3School)***

Variables created **without** the keyword **var**, are always global, even if they are created inside a function.

Comparing two JavaScript objects will **always** return false.

The difference is that substring() cannot accept negative indexes.(slice vs substring)

Note the difference between (x==y) and (x===y).  
Comparing two JavaScript objects will always return false.

Math.random() always returns a number lower than 1.

Shifting **shift()** is equivalent to popping, working on the first element instead of the last.

The **unshift()** method adds a new element to an array (at the beginning), and "unshifts" older elements:

 numbers are sorted as strings, "25" is bigger than "100", because "2" is bigger than "1".

**This is for sorting array**

var points = [40, 100, 1, 5, 25, 10];  
points.sort**(function(a, b){return a - b});**

**for finding the max number inside an array**

function myArrayMax(arr) {  
   return Math.max.apply(null, arr);

***Some important tags***

Typeof, instanceof, this., onchange, onclick onmouseover,

Onmouseout onkeydown onload indexOf search **replace()**

toUpperCase() charCodeAt() toExponential() toFixed()

toPrecision() valueOf() join(//inarray) splice(//inarray) slice(inarray) sort()

reverse() setInterval(frame, 5);

***JavaScript*** ***syntax***

\*change the content inside the html using the innerHTML 🡪 document.getElementById("demo").**innerHTML** = "Hello JavaScript";

\*change the style of HTML content using .style.something method🡺document.getElementById("demo").**style.display** = "none";

\*to find the screen width 🡪 screen.availWidth

\*parseFloat() , parsrInt(), number()🡪 we can use this to convert string into given dataset like float,Int,number

\* convert number into string 🡪 toString()

\*convert string to uper

\* if you have a string that contains part number and part string then number() function will give NaN output and other function as parseInt(), parseFloat() will convert the string into number till it hit character in the string eg. Var String = 34.34dvf parseInt(string)🡺 34.34 number(String) 🡺 NaN

\* indexOf(), substring() //(((we can use slice() for array)))

\*Math object🡪 Math.floor(34.76)🡪 gives 34

🡪Math.ceil(34.34)🡪 gives 35

🡪Math.round(34.45)🡪 34 🡪Math.round(34.75)🡪 35

\*Random number 🡪Math.round(Math.random()\*100) // if you want random numbr between 1 to 100

\*How to set array using index and normal syntax🡪var r = new Array('swa',21,2.23,'swaa')

r[2] = "sdf"

r[4]=r["myName"]=13

document.write(r)

output🡺swa,21,sdf,swaa,13

\*array concat 🡺 var arrayConcat = array1.concat(array2, array3)

🡺 this will concatenate three arrays and assign it to arrayConcat

\*converting array in to string using join()🡺 var arr = (“swa”,”pnil”,”nar”,”wade”)

Arr.join(, )

* Swa, pnil, nar, wade

\*Converting string into array using split() 🡺var arr = “Swa, pnil, nar, wade”

🡺 arr.split( , )

🡺(“swa”,”pnil”,”nar”,”wade”)  
\*TAGS🡺 getElementById(“ “) getElementsByTagName(‘ “) getElementsByClass(“ “)

Window.onload = something

\*How to change the value inside the html 🡪

var something = document.getElenmentsByTagName(‘p’)[0].**firstChild.**nodeValue= “this text will be changed accordingly” //instead of firstNode we can use **childNodes[ i ]**

\*to check if your node has any child 🡺 hasChildNodes() 🡪 something.hasChildNodes()

\*converting a n umber to binary, hexadecimal

myNumber.toString(16) + " Hexadecimal, " +

myNumber.toString(8) + " Octal, " +

myNumber.toString(2) + " Binary.

\* delete fruits[0];           // Changes the first element in fruits to **undefined**

\*to give your input constraint 🡺 <input id="id1" type="number" min="100" max="300" required>

To check for its validity => .checkValidity()

To give required output=> validationMessage

Remember self-invoking functions? What does this function do?

Example

var add = (function () {  
    var counter = 0;  
    return function () {return counter += 1;}  
})();  
  
add();  
add();  
add();  
  
// the counter is now 3

* To change the frame per time variable setInterval(frame, 5);

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Beginning with Javascript Book (notes)

Important notes to remember 🡺

Number parseFloat parseInt String(object) 🡺 string.length string.indexOf(‘@’) string.substring(2,4) Math.ceil() Math.round() Math.floor() Array🡺 slice() concat() join() split() sort() reverse() toUpperCase() toLowerCase() valueOf() function() 🡺 ternary Operator= > variable= x <200 ? 1 : 2; (((this means if x is < 200 then return 1 otherwise return 2)))

Dom🡺 document.body prompt(“enter the value”,””) document.write(value to be return) console.log(value to be return inside the console) alert(“Alerting message”) confirm(“confirmation message”) .firstChild.nodeValue .lastChild.nodeValue .parentNode.nodeValue .nextSibling .previousSibling getAttribute() setAttribute() document.createElement(“elementName”) document.createTextNode(‘string’) node.appendChild(newNode) <a href=”javascript:document.forms[0].submit()”>submit</a> hasChildNodes()

Important tips to remember

1. In html \n new line don’t work instead we need to use <br\> or <br>