Javascript Design Patterns Studies

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Contents

Chapter 1

1.1 Notation Examples

> **Definition 1.1.1: This is a definition**
>
> Used when defining hard concepts.

Note:-

This is one type of note

Claim 1.1.1 Claim note

Another type of note

① Item 1

Example 1.1.1 (Examples!)

Do's: • Clean code
        • Practice
Dont's: • Antipatterns
        • Repeating code

Theorem 1.1.1

More notes

Proposition 1.1.1

$1 + 1 = 2.$

Question 1

This is a question

Solution: **For Question ① for norm-2**

1.2 Algorithms

Algorithm 1: what

Input: This is some input
Output: This is some output

/* This is a comment */

1   some code here;
2   $x \leftarrow 0$;
3   $y \leftarrow 0$;
4   **if** $x > 5$ **then**
5 | x is greater than 5 ;   // This is also a comment
6   **else**
7 | x is less than or equal to 5;
8   **end**
9   **foreach** *y in 0..5* **do**
10 | $y \leftarrow y + 1$;
11   **end**
12   **for** *y in* $0..5$ **do**
13 | $y \leftarrow y - 1$;
14   **end**
15   **while** $x > 5$ **do**
16 | $x \leftarrow x - 1$;
17   **end**
18   **return** Return something here;