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<http://www.explainsomething.com>
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Code Structure

```

var ...
//Global variable declarations
function funcA([param1,param2,...])
{
var ...
//Local variable declarations - visible in nested functions

function innerFuncA([param1,param2,...])
{
var ...
//Variables local to innerFuncA
//your code here
}

//Name="ExplainThat!";
//global global variable creation
//your code here
}
    
```

Nomenclature Rules

Function and variable names can consist of any alphanumeric character (0-9) and are allowed. The first character cannot be numeric. Many standard ASCII characters are allowed. There is no practical limit on name length. Names are case-sensitive.

If two or more variables or functions or a variable & a function are declared with the same name, the last declaration overrides all previous ones. Using a keyword as a variable or function name obliterates that keyword.

Visibility & Scope

Assignments without the use of the var keyword result in a new global variable of that name being created.

Variables declared with the var keyword outside the body of a function are global. Variables declared with the var keyword inside the body of a function are local to that function. Local variables are visible to all nested functions.

Local entities hide globals bearing the same name.

Variable Types

string: var s = "explainthat" or 'explainthat'
 number: var n = 3.14159, 100, 0, ...
 boolean: var flag = false or true
 object: var d = new Date();
 function: var greet = function sayHello() {alert("hello");}
 JavaScript is a weakly typed language - i.e. a simple assignment is sufficient to change the variable type. The typed keyword can be used to check the current variable type.

Special Values

The special values false, infinity, NaN, null, true & undefined are recognized. null is an object. Infinity and NaN are numbers.

Operators

Operator	Example	Result
+	3 + 2 "hello" + "!"	5 "hello!"
-	3 - 2	-1
*	3*2	6

!	3*2	1/3
%	3%2	1
**	1 + 2 3+4, 4+3	3
-	1 + 2 1, -1, -2	1
++	3 = 3 2 == 3	true false
---	3 --- 3 3 ---= 3	true false
<	2 < 3 "a" < "b"	true false
<=	2 <= 3	true
>	2 > 3	false
>=	2 >= 3	false
=	1 = 2	(is assigned the value 2)
+=	1+=1	2
-=	1-=1	0
=	1=3	3
/=	1/=2	0.5
%=	1%=2	1
[= 2] = 5;		
&& (AND)	(1 < 2) && (3 < 7)	true
(OR)	(1%2 > 0) (3%2 == 0)	false
!(NOT)	(1+2) && 1 (3%2 == 0)	true
[= 2] = 7;		
& (bitwise)	1 & 1	1
(bitwise)	1 1	1
^ (XOR)	1 ^ 1	0
<<	2<<1	4
>>	2>>1	1
>>>	1 >>> 2 (Binary 1010) 1 >>>> 2	2 ⁿ

Internal Functions

decodeURI - reverses encodeURI
 decodeURIComponent - reverses encodeURIComponent
 encodeURI - encodes everything except /?%&@#*~'":{}|' and alphanumerics
 encodeURIComponent - encodes everything except -_!~*'() and alphanumerics.
 escape - hexadecimal string encoding. Does not encode %0A, %0D, and alphanumerics.
 unescape - reverses escape
 eval - evaluates JavaScript expressions
 isNaN - true if the argument is not a number.
 isFinite - isFinite(2/0) returns false
 parseInt - parseInt("1.5") returns 1
 parseFloat - parseFloat("1.5") returns 1.5

Array Object

length - number of elements in the array
 concat - concatenates argument, returns new array.
 join - returns elements as a string separated by argument (default is ,)
 pop - suppress & return last element
 push - adds new elements to end of array & returns new length.
 reverse - inverts order of array elements.
 shift - suppress & return first element

slice - returns array slice. 1st arg is start position. 2nd arg is last position + 1

sort - alphanumeric sort if no argument. Pass sort function as argument for more specificity.

splice - discard and replace elements

unshift - append elements to start & return new length

Date Object

get
 getDate
 getDay
 getFullYear

where # is one of Date, Day, FullYear, Hours, Milliseconds, Minutes, Month, Seconds, Time, TimezoneOffset

toLocaleString - the date in English.
 toGMTString - the date & time in English.
 toLocaleDateString - the date in the locale language.
 toLocaleTimeString - date & time in the locale language.
 toLocaleTimeString - time in the locale language.
 toTimeString - time in English.
 toUTCString - date & time in UTC, English.
 getTime - milliseconds since midnight 01 January 1970, UTC.

Math Object

E LN10 LN2 LOG10 LOG2 PI SQRT1_2 SQRT2

abs - absolute value
 sin - trigonometric functions
 cos - inverse trigonometric functions
 where # is one of cos, sin or tan
 ceil - smallest whole number >= n
 exp - returns eⁿ
 floor - biggest whole number <= n
 log - logarithm of n to the base e
 max(a,b) - bigger of a, and b
 min(a,b) - smaller of a, and b
 pow(a,b) - a^b
 random - random number between 0 and 1
 round - n rounded to nearest integer
 sqrt - square root of n

Number Object

MAX_VALUE - ca 1.7977e+308
 MIN_VALUE - ca 5e-324
 NEGATIVE_INFINITY POSITIVE_INFINITY
 toExponential - n in scientific notation with m decimal places.
 toFixed - n rounded to the closest whole number.
 toPrecision - n rounded to m figures.
 Hexadecimal numbers are designated with the prefix 0x or 0X. a p. 0xFF is the number 255.

String Object

length - number of characters in the string
 charAt(n) - returns s[n] if starts at 0
 charCodeAt(n) - Unicode value of s[n]
 fromCharCode(...s) - string built from unicode values s₀, s₁, ...
 indexOf(s1,s2) - location of s2 in s1 starting at position s
 lastIndexOf(s2) - location of s2 in s1 starting from the end
 slice(s1,s2) - returns substring starting from s₁ upto character preceding s₂. No s₁ = extract 00 and. s₁ = 0 = extract from end.
 toLowerCase - returns s in lower case characters.
 toUpperCase - same to guess?

Javascript Reference

Daniel F McAuley



JavaScript Reference:

JavaScript Pocket Reference David Flanagan, 1998 See [JavaScript: The Definitive Guide](#) David Flanagan, 2006-08-17 This Fifth Edition is completely revised and expanded to cover JavaScript as it is used in today's Web 2.0 applications. This book is both an example-driven programmer's guide and a keep-on-your-desk reference with new chapters that explain everything you need to know to get the most out of JavaScript including Scripted HTTP and Ajax XML processing. Client-side graphics using the canvas tag, Namespaces in JavaScript, essential when writing complex programs, Classes, closures, persistence, Flash and JavaScript embedded in Java applications. Part I explains the core JavaScript language in detail. If you are new to JavaScript, it will teach you the language. If you are already a JavaScript programmer, Part I will sharpen your skills and deepen your understanding of the language. Part II explains the scripting environment provided by web browsers with a focus on DOM scripting with unobtrusive JavaScript. The broad and deep coverage of client-side JavaScript is illustrated with many sophisticated examples that demonstrate how to: Generate a table of contents for an HTML document, Display DHTML animations, Automate form validation, Draw dynamic pie charts, Make HTML elements draggable, Define keyboard shortcuts for web applications, Create Ajax-enabled tool tips, Use XPath and XSLT on XML documents loaded with Ajax, And much more. Part III is a complete reference for core JavaScript. It documents every class, object, constructor, method, function, property, and constant defined by JavaScript 1.5 and ECMAScript Version 3. Part IV is a reference for client-side JavaScript covering legacy web browser APIs, the standard Level 2 DOM API, and emerging standards such as the XMLHttpRequest object and the canvas tag. More than 300,000 JavaScript programmers around the world have made this their indispensable reference book for building JavaScript applications. A must-have reference for expert JavaScript programmers, well-organized and detailed. Brendan Eich, creator of JavaScript. [Adobe Acrobat 7 Official JavaScript Reference](#) Adobe Systems, Inc., 2005-11-10 Do you spend too much time doing repetitive production tasks such as placing and replacing images, resizing them, dragging them from one document to another, and preparing images for printing instead of being creative? Do you use Adobe Acrobat and have a strong working knowledge of JavaScript? Then you're in luck. Since Adobe Creative Suite 2 was created with built-in support for scripting virtually every repetitive or time-consuming task that creative professionals have to do in Acrobat can be streamlined or automated with the help of a script. This book describes how to use JavaScript to manipulate and extend Adobe Acrobat and provides reference information for the JavaScript objects, properties, and functions defined by Adobe's applications. Now available in print for the first time, this book doesn't teach you how to write code in JavaScript, but if you're familiar with the scripting language and want to start writing scripts for Acrobat, you'll appreciate having the most definitive up-to-date reference available. **JavaScript** Ravi Tomar, Sarishma Dangi, 2021-12-12 JavaScript is an easy-to-use, flexible, dynamic, prototype-based programming language predominantly used over the web. Although the initial focus of the language was to assist in the generation of dynamic web content, it soon found

its way into numerous other applications This book aims to cover the fundamentals of the language by providing a strong start for people who wish to start their journey to the JavaScript programming language It provides the mandatory theoretical background which is much needed for implementation of the exhaustive hands on exercises and includes over 4000 lines of code for grasping a maximum understanding of the material FEATURES A strong theoretical background and understanding of the fundamentals of the JavaScript language Hands on and demo exercises at the end of every chapter Exercises theory based questions MCQs and true false questions for helping readers to evaluate their understanding from time to time A dedicated chapter providing extended case studies for using the language This book is targeted at undergraduate as well as postgraduate students who want to learn about front end programming or who wish to learn a lightweight easy to use programming language for working on their projects For programmers having experience in other languages it will serve as a quick summary to get a hold of a new language

JavaScript The Complete Reference 3rd Edition Thomas Powell,Fritz Schneider,2012-07-24 The essential JavaScript resource fully updated Design debug and publish high performance web pages and applications using tested techniques and best practices from expert developers The all new edition of this comprehensive guide has been thoroughly revised and expanded to cover the latest JavaScript features tools and programming methods JavaScript The Complete Reference Third Edition provides illustrative examples line by line code samples and practical development advice from the core of the language to the various standard and emerging APIs supported by modern web browsers This in depth resource covers everything you need to know whether you re trying to understand the fundamentals of weak typing in JavaScript reduce your confusion over closures or perform common tasks like form validation or Ajax calls Explore core JavaScript syntax and data types Investigate often confusing concepts such as weak typing and closures Use object oriented programming the JavaScript way See what changes come from ECMAScript 5 Perform dynamic content updates using DOM methods Handle user generated events with modern event models Modernize form handling with HTML5 and JavaScript Use the XMLHttpRequest object to create Ajax applications Control animation and multimedia content with JavaScript Generate bitmap graphics with the Canvas API Learn methods to handle the challenges of cross browser coding Discover defensive development and error handling

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JavaScript for the World Wide Web Tom Negrino, Dori Smith, 2001 *Adobe Photoshop CS2 Official JavaScript Reference* Adobe Systems, 2006 Do you spend too much time doing repetitive production tasks such as placing and replacing images resizing them dragging them from one document to another and preparing images for printing instead of being creative Do you use Adobe Photoshop CS2 and have some experience with scripting You're in luck Since Adobe Creative Suite 2 was created with built in support for scripting virtually every repetitive or time consuming task that creative professionals have to do in the Adobe Creative Suite can be streamlined with the help of a script This book describes how to use JavaScript to manipulate and extend Adobe Photoshop within Adobe Creative Suite 2 and provides reference information for the JavaScript objects properties and functions defined by Adobe's applications Now available in print for the first time this scripting reference provides the information experienced JavaScript users need to create custom scripts for Photoshop whether you're looking to automate Camera Raw options and settings automatically resize and export large batches of images into your page layout application or want to automatically add metadata like a copyright notice to selected image files These are just a few examples of how you can use Photoshop CS2's built in scripting capabilities to save you from hours of repetitive tasks

JavaScript: The Complete Reference, 2nd edition Thomas Powell, Fritz Schneider, 2004-06-28 Create dynamic interactive Web pages with the latest upgrade to this flexible development tool Coverage includes event handling object oriented programming IE specific content XML and sample code that lets you work through projects and provides groundwork for your own creations Provides information for new and non professional developers and also more advanced coverage for experienced JS developers who want a comprehensive reference

Web Developer.com Guide to Building Intelligent Web Sites with JavaScript Nigel Ford, 1998-03-23 JavaScript is a scripting language that allows Webmasters and developers to add animation 3D graphics HTML forms and other sophisticated features to Web sites without previous programming experience This book focuses on JavaScript's capabilities for employing intelligent techniques on a Website such as providing interactive communication decision making skills and drawing conclusions from evidence

JavaScript David Flanagan, 1996 From the bestselling author of *Java in a Nutshell* comes the definitive guide for JavaScript the HTML extension that allows programs to be embedded in Web pages making them more active than ever before In this book Flanagan describes how JavaScript really works and when it doesn't Includes a complete reference section that documents every object property method event handler

function and constructor used by the client side JavaScript

JavaScript For Dummies Quick Reference Emily A. Vander Veer, 1997-04-11 Tucking a few JavaScript statements in among the HTML code that makes up your Web pages makes a dramatic difference Enhanced more interactive navigation buttons user input validation and scrolling messages are but a few of the improvements that you can make with JavaScript Now with JavaScript For Dummies Quick Reference all the JavaScript statements and examples of how to use them are right at your fingertips Internet technology expert Emily A Vander Veer not only organizes all the relevant HTML and JavaScript topics for easy access but also points out potential pitfalls offers neat tricks and provides complete code for doing such things as interacting with cookies displaying pop up messages and making your script compatible with JavaScript challenged Web browsers Best of all JavaScript For Dummies Quick Reference features handy cross references to topics covered in greater depth in JavaScript For Dummies

The Complete Idiot's Guide to JavaScript Scott Walter, Aaron Weiss, 1996 Although the main focus of the book is JavaScript this book explores Java HotJava and HTML This book provides users with the tools they need to connect HTML based content to Java applets The user friendly format takes the fear out of learning even programming languages Communications Networking

JavaServer Faces: The Complete Reference Chris Schalk, Ed Burns, James Holmes, 2006-09-15 Ideal for the 3 million Java developers this fast paced tutorial offers in depth coverage of JavaServer Faces JSF Sun Microsystem s Web application architecture for the future Co written by the 1 JSF expert in the Java community this book offers the most complete resource on JSF available Extensive coverage on JSF custom component development Serves as a thorough introduction to AJAX technology and techniques Numerous custom JSF component examples including AJAX enabled components provided

JavaScript Don Gosselin, 2002 A popular scripting language that is widely supported in Web browsers and other Web tools JavaScript adds interactive functions to HTML pages Debugging which was formerly only covered in the Comprehensive version is now covered in the new 8th chapter of the Introductory version This exciting new edition focuses on ECMAScript Edition 3 which is compatible with both Microsoft Internet Explorer 4 0 and later and Netscape 6 0 and later This text discusses the Document Object Model DOM specification published by the World Wide Web Consortium W3C This book features hands on projects a step by step methodology as well as additional end of chapter exercises

The Web Wizard's Guide to JavaScript Steven Estrella, 2002 The Web Wizard s Guide to JavaScript teaches readers how to create Web sites that will have an audience coming back for more From rollovers to cookies this quick and easy to understand introduction to JavaScript will show readers how to create well designed user friendly Web sites in no time This book discusses plug ins and multimedia presents information on forms and explains the basic programming concepts behind JavaScript It includes appendices of HTML tags and JavaScript keywords The Web Wizard Series from Addison Wesley is a series of brief introductory books written by instructors on Internet and Web programming topics of interest to anyone who wants to create web pages Each book includes an easy to read full color design featuring plenty of hands on examples and exercises and is

written in a concise and practical manner so readers can use the technologies in no time

JavaScript Eric Pascarello, 2004-10-15 This book is updated to include the latest information and scripts for working with the latest browsers like IE6 and Netscape 7.1 and Apple Safari With over 100 key JavaScript tasks such as using buttons to trigger events detecting browsers changing text and link colors working with forms and frames and determining environment properties this visual reference will help users get acclimated to this popular Web scripting language

JavaScript Pocket Reference David Flanagan, 2012-04-09 JavaScript is the ubiquitous programming language of the Web and for more than 15 years JavaScript The Definitive Guide has been the bible of JavaScript programmers around the world Ideal for JavaScript developers at any level this book is an all new excerpt of The Definitive Guide collecting the essential parts of that hefty volume into this slim yet dense pocket reference The first 9 chapters document the latest version ECMAScript 5 of the core JavaScript language covering Types values and variables Operators expressions and statements Objects and arrays Functions and classes The next 5 chapters document the fundamental APIs for using JavaScript with HTML5 and explain how to Interact with web browser windows Script HTML documents and document elements Modify and apply CSS styles and classes Respond to user input events Communicate with web servers Store data locally on the user's computer This book is a perfect companion to jQuery Pocket Reference

JavaScript Programmer's Reference Alexei White, 2009-08-03 Learn everything about utilizing the JavaScript language with the next generation of Rich Internet Applications from the accessible information in JavaScript Programmer's Reference both a tutorial and a reference guide for web developers Master methods for using JavaScript with applications like Microsoft's Silverlight Ajax Flex Flash and AIR by practicing with hands on examples with practical usable code Employ this complete JavaScript reference to help you understand JavaScript Data Types Variables Operators Expressions and Statements work with JavaScript Frameworks and data and improve performance with Ajax

JavaScript Elmar Dellwig, Ingo Dellwig, 2002 Geared towards young programmers and designers who want results fast Includes extensive practical tips and techniques plus a convenient reference section for JavaScript developers at every level of skill Well organized attractively laid out and competitively priced get down to the nitty gritty JavaScript remains the 1 language for building dynamic Web pages and applications and Nitty Gritty JavaScript gives Web professionals the concise practical tutorial they need to get results with JavaScript fast It focuses on the essence of JavaScript combining clearly written tutorials expert tips and tricks and a handy reference to the features used most widely and offering the greatest value The book begins with a concise practical introduction to JavaScript 1.3 that focuses on the use of the language in real life Web applications and scenarios Part II builds on this foundation presenting an extensive collection of real world tips and techniques designed to build your JavaScript skills and extend your range as a developer Part III is a to the point reference focused on JavaScript 1.2 and 1.3's most important features elements and attributes For every novice programmer Web developer and Web designer seeking to master the essence of JavaScript quickly and for JavaScript developers at any skill

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Table of Contents Javascript Reference

1. Understanding the eBook Javascript Reference
 - The Rise of Digital Reading Javascript Reference
 - Advantages of eBooks Over Traditional Books
2. Identifying Javascript Reference
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Javascript Reference
 - User-Friendly Interface
4. Exploring eBook Recommendations from Javascript Reference
 - Personalized Recommendations
 - Javascript Reference User Reviews and Ratings
 - Javascript Reference and Bestseller Lists
5. Accessing Javascript Reference Free and Paid eBooks

- Javascript Reference Public Domain eBooks
 - Javascript Reference eBook Subscription Services
 - Javascript Reference Budget-Friendly Options
6. Navigating Javascript Reference eBook Formats
 - ePub, PDF, MOBI, and More
 - Javascript Reference Compatibility with Devices
 - Javascript Reference Enhanced eBook Features
 7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Javascript Reference
 - Highlighting and Note-Taking Javascript Reference
 - Interactive Elements Javascript Reference
 8. Staying Engaged with Javascript Reference
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Javascript Reference
 9. Balancing eBooks and Physical Books Javascript Reference
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Javascript Reference
 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
 11. Cultivating a Reading Routine Javascript Reference
 - Setting Reading Goals Javascript Reference
 - Carving Out Dedicated Reading Time
 12. Sourcing Reliable Information of Javascript Reference
 - Fact-Checking eBook Content of Javascript Reference
 - Distinguishing Credible Sources
 13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development

- Exploring Educational eBooks
- 14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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