

Call Stack



Call Stack

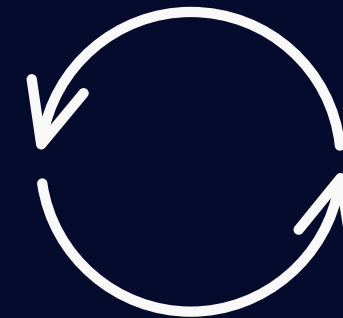


```
1 function findTotal() {  
2   const arr = [3, 5, 7, 9];  
3   let total = 0;  
4  
5   for (let i = 0; i < arr.length; i++) {  
6     let msg = "The loop has run " + i + " times";  
7     total += arr[i];  
8   }  
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10  if (total > 10) {  
11    const msg = "The total is " + total;  
12  }  
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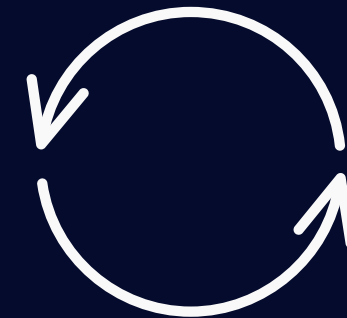


Event Loop

Call Stack



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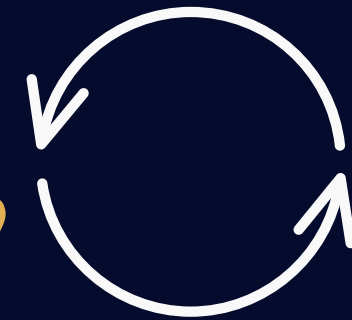
Event Loop

Manages which callback function to
be put inside callstack

Call Stack



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Event Loop

Manages which callback function to
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Call Stack



fn1()

Call Stack

fn2()

fn1()

Call Stack

fn3()

fn2()

fn1()

Call Stack

fn2()

fn1()

Call Stack



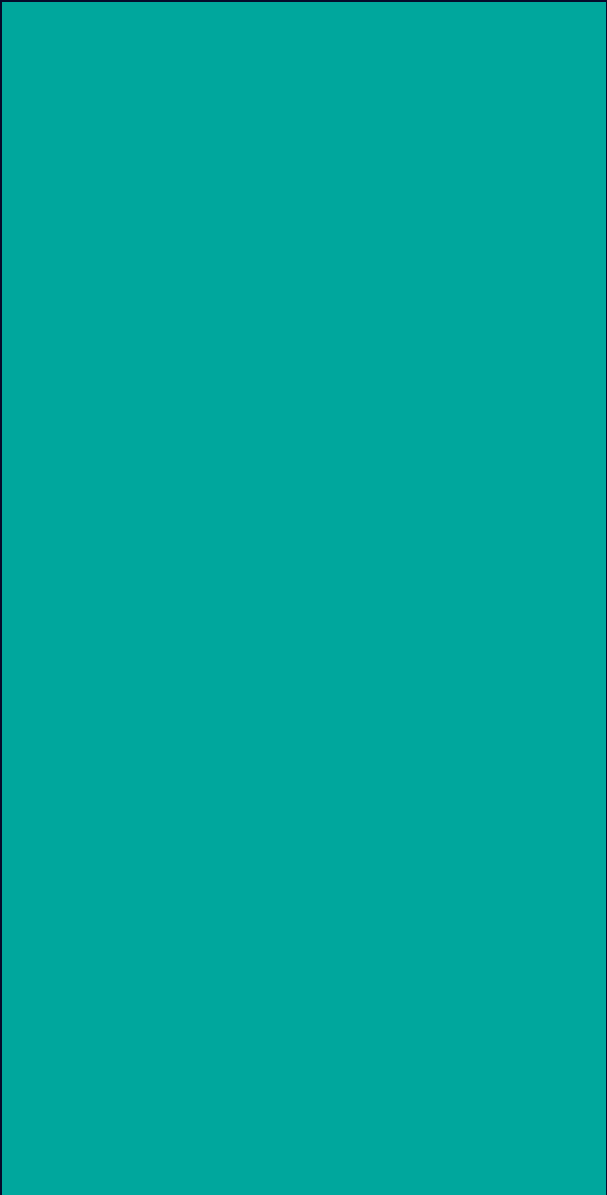
fn1()



JS Callstack



Call Stack



JS

JS Callstack



Array

Of

Objects



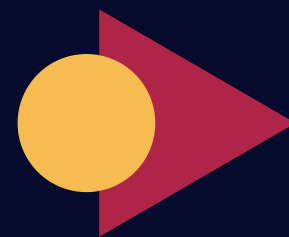
```
1  const students = [  
2    { name: "John", age: 20 },  
3    { name: "Mary", age: 21 },  
4    { name: "Peter", age: 22 },  
5    { name: "Sally", age: 23 },  
6  ];
```



Data Mutation



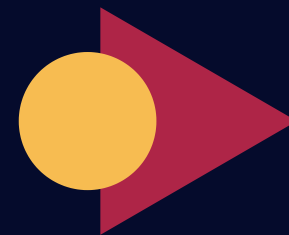
Data Mutation



Data mutation is the process of changing the value of an existing data structure



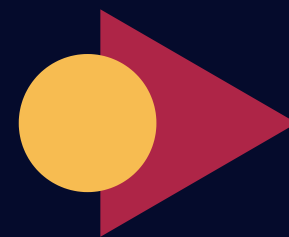
Data Mutation



Avoid data mutation as much as possible.



Data Mutation

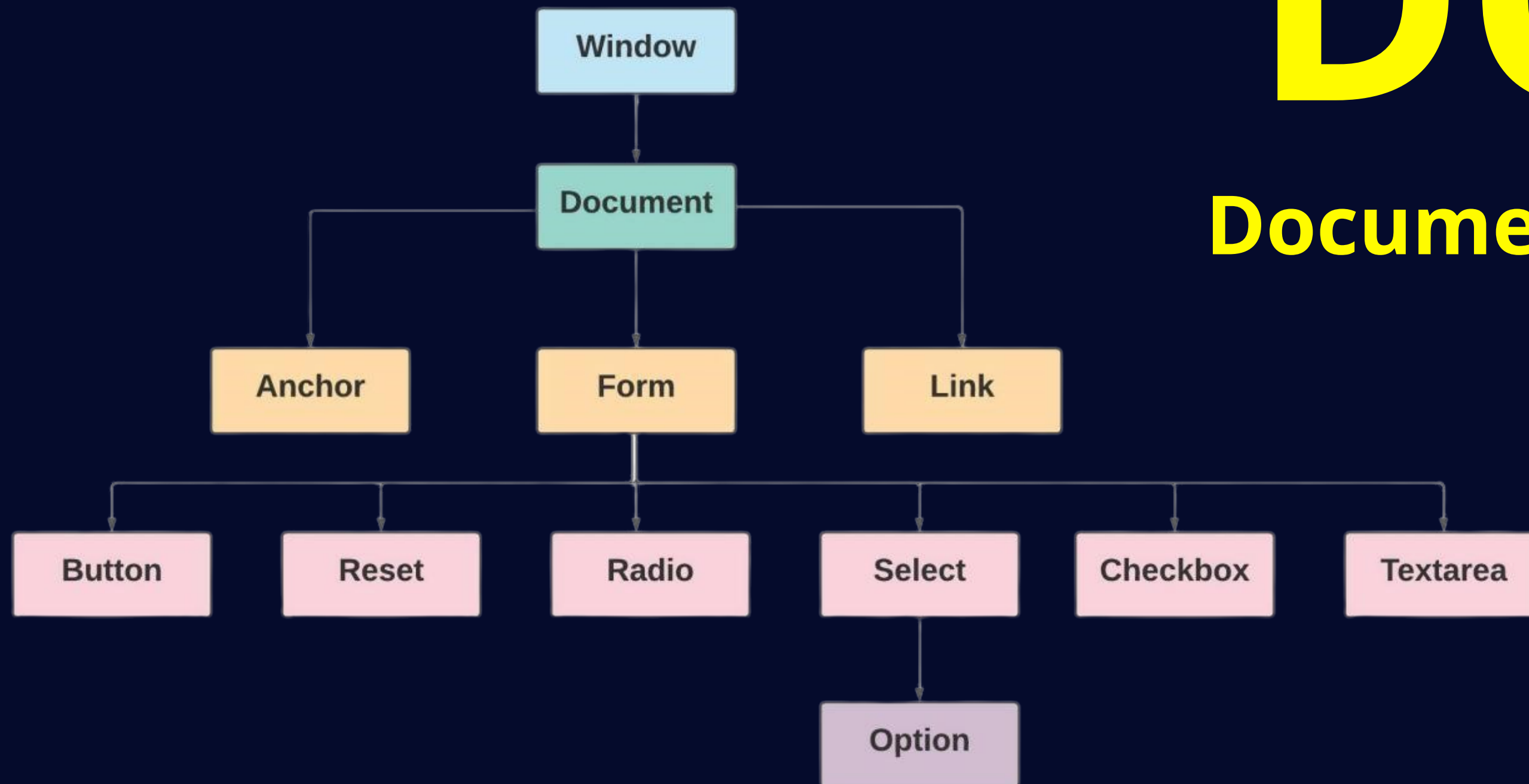


Avoid data mutation as much as possible.



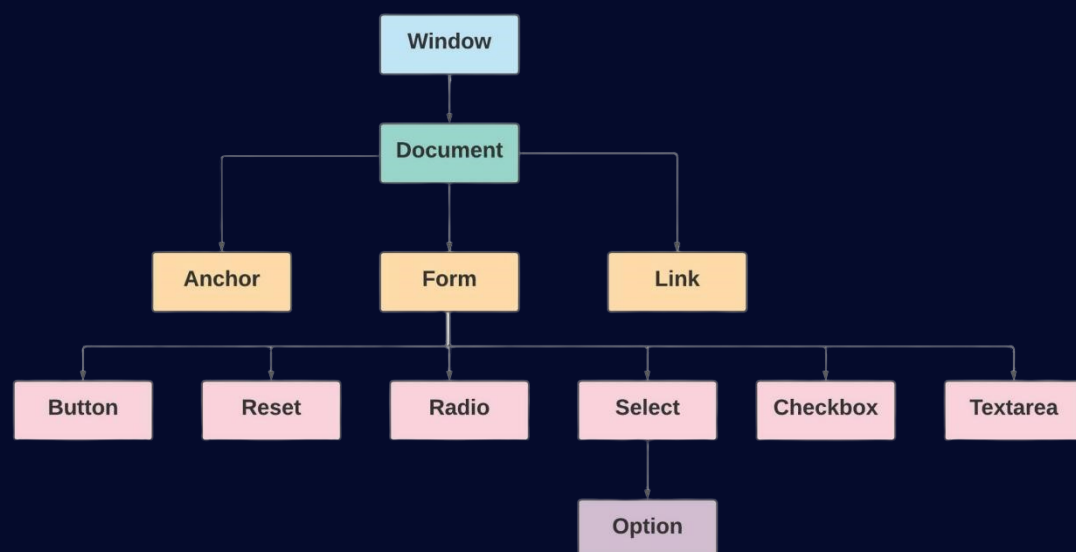
DOM

Document Object Model



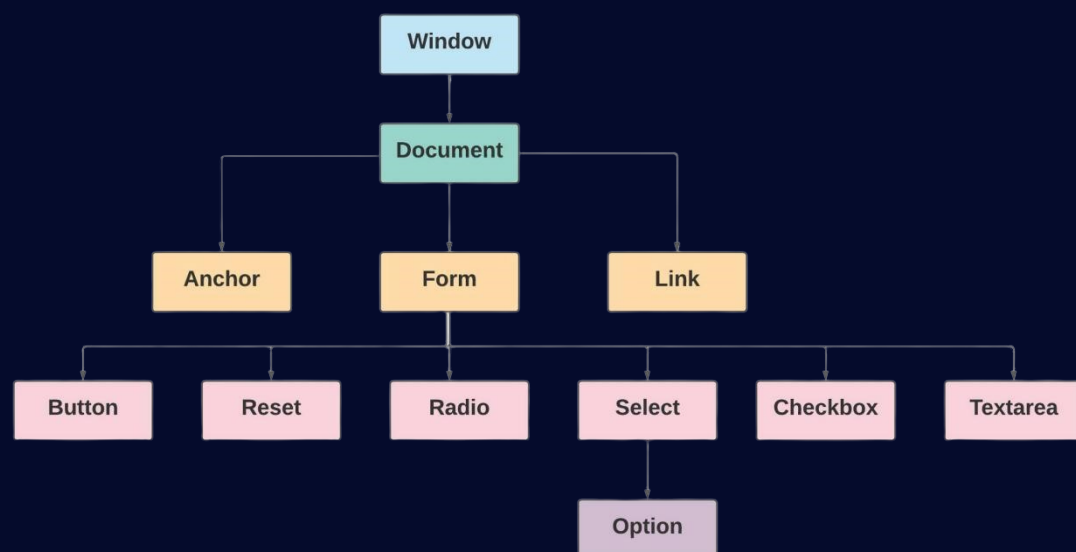
DOM

Document Object Model



DOM

Document Object Model



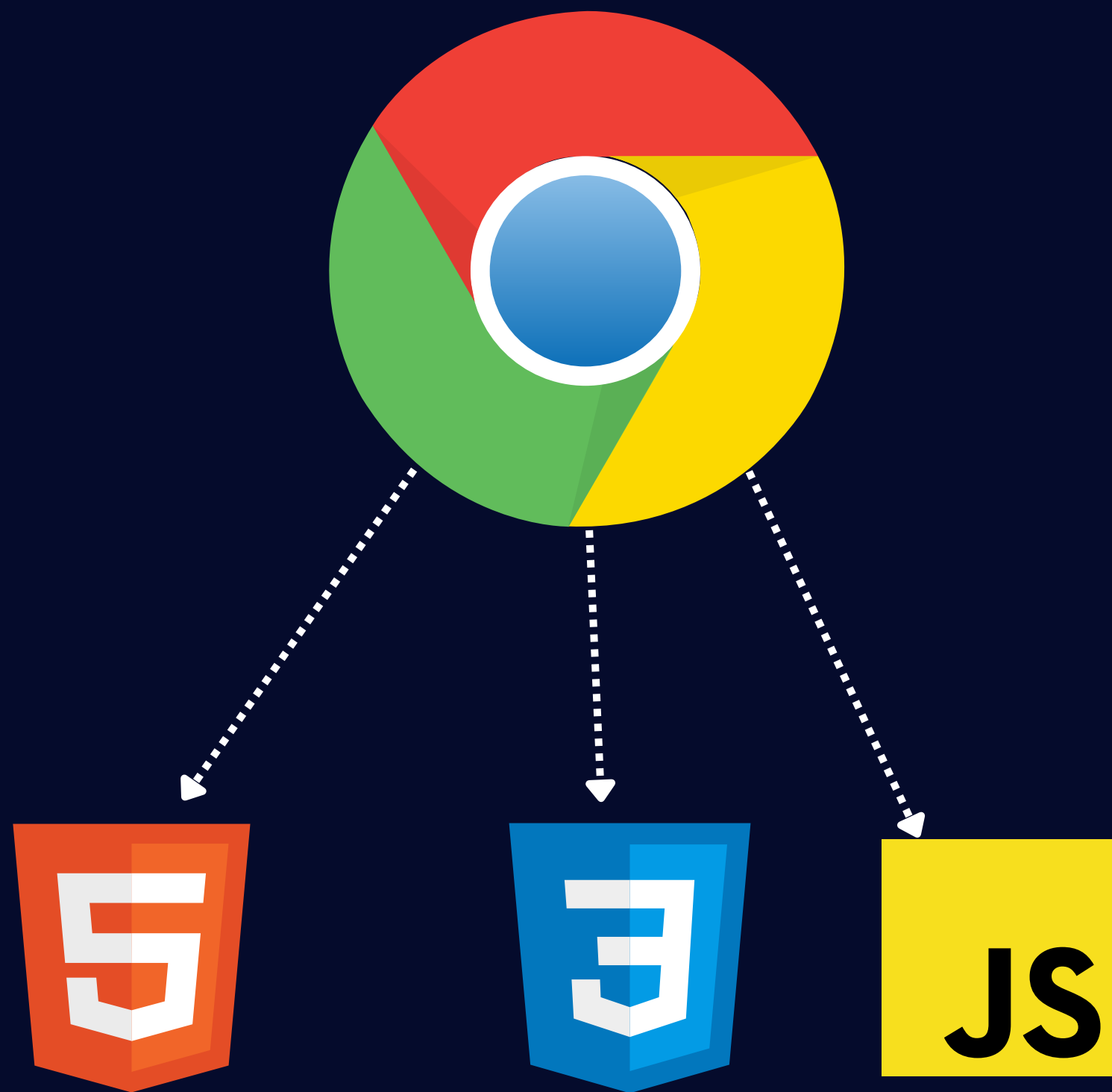
DOM is a tree structure that represents the structure of the HTML document



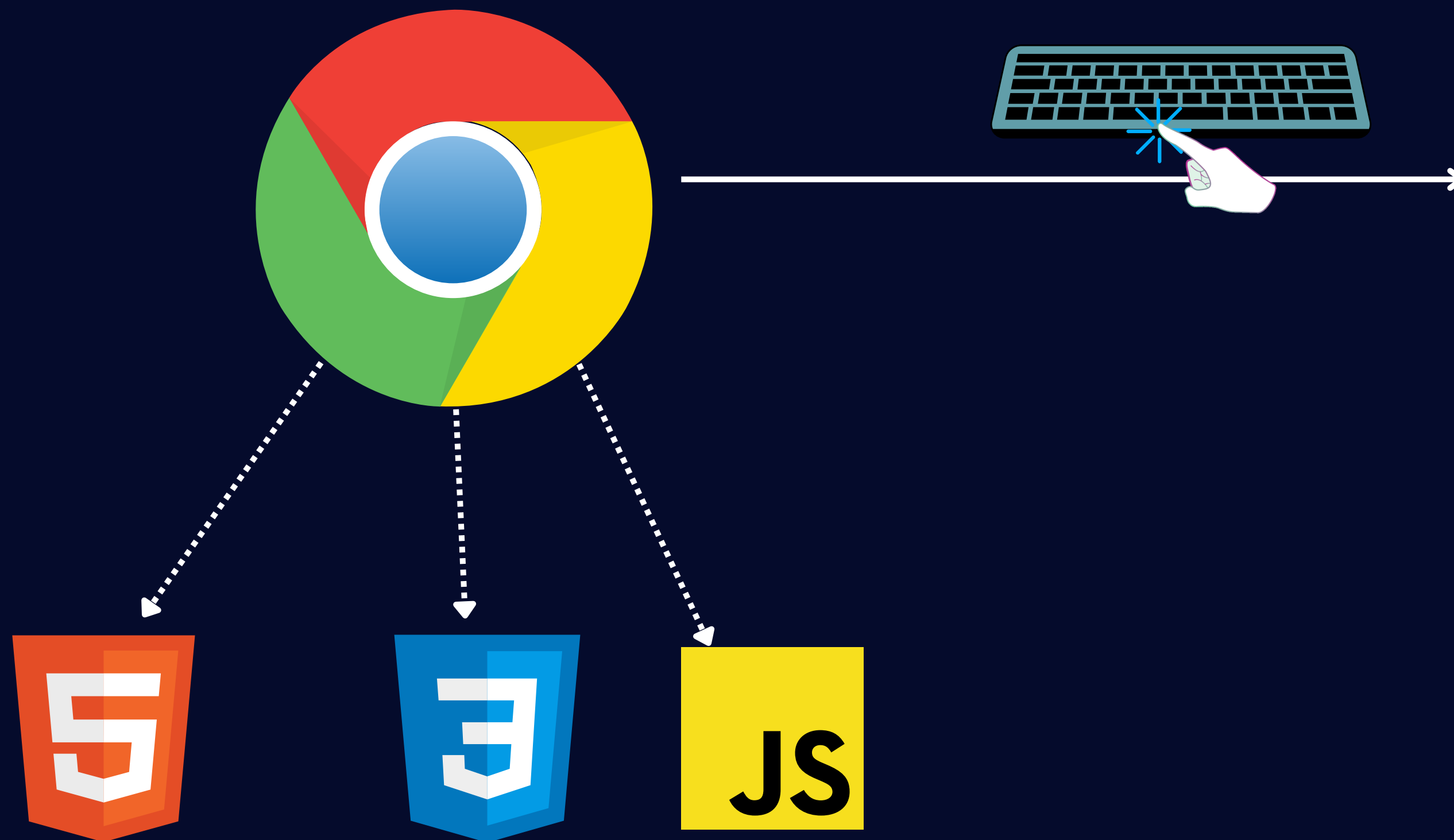




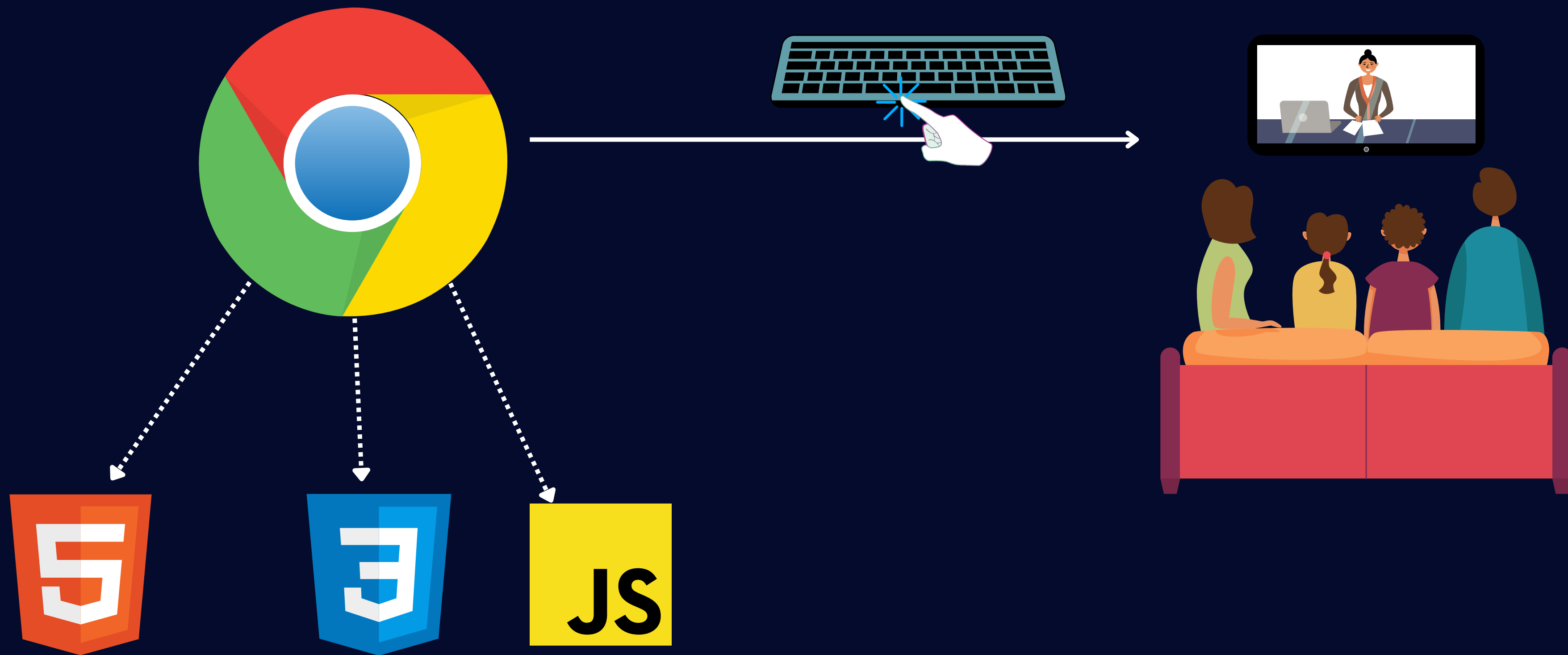
JS



JS



JS

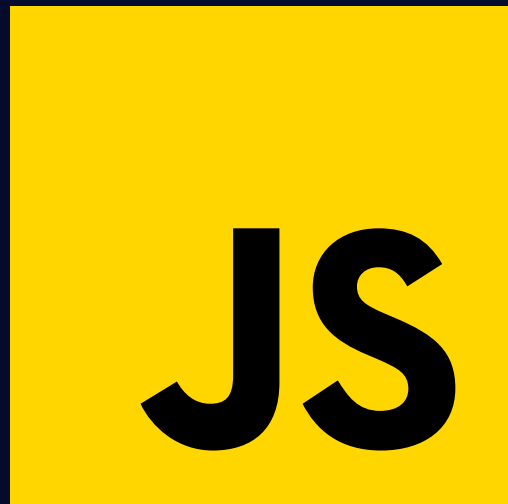


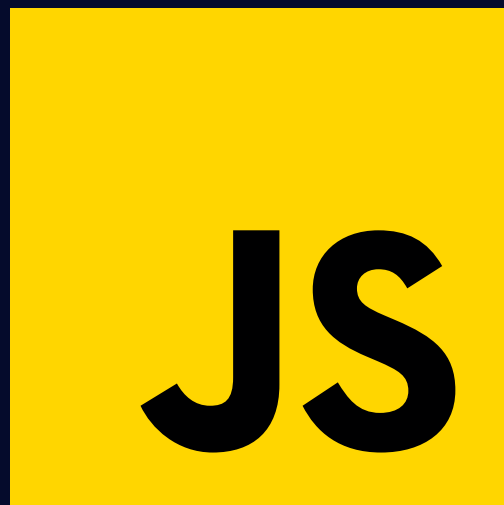






JS



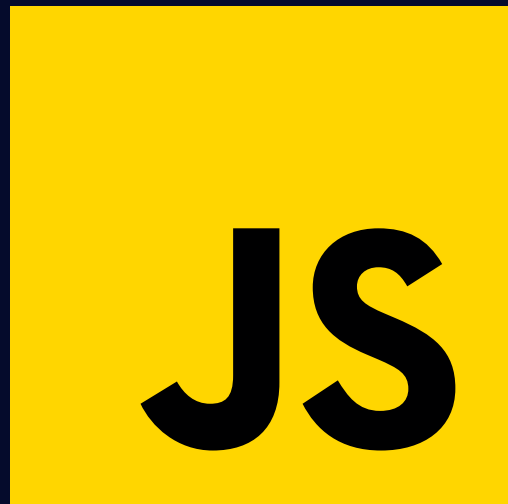


DOM

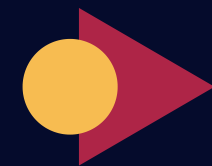


DOM is the interface between the browser
and the HTML document

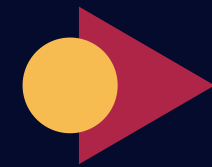




DOM



DOM is the interface between the browser
and the HTML document



DOM makes it possible to use javascript
to interact with the HTML document

JS

Uses of DOM



- ▶ To create new HTML element

- ▶ To create new HTML element
- ▶ To remove HTML elements

- ▶ To create new HTML element
- ▶ To remove HTML elements
- ▶ To add styles to HTML elements

- ▶ To create new HTML element
- ▶ To remove HTML elements
- ▶ To add styles to HTML elements
- ▶ To get values from input field

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- ▶ To set attributes to element

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- ▶ To remove HTML elements
- ▶ To add styles to HTML elements
- ▶ To get values from input field
- ▶ To set attributes to element
- ▶ To add event listener to element

JS



NODE



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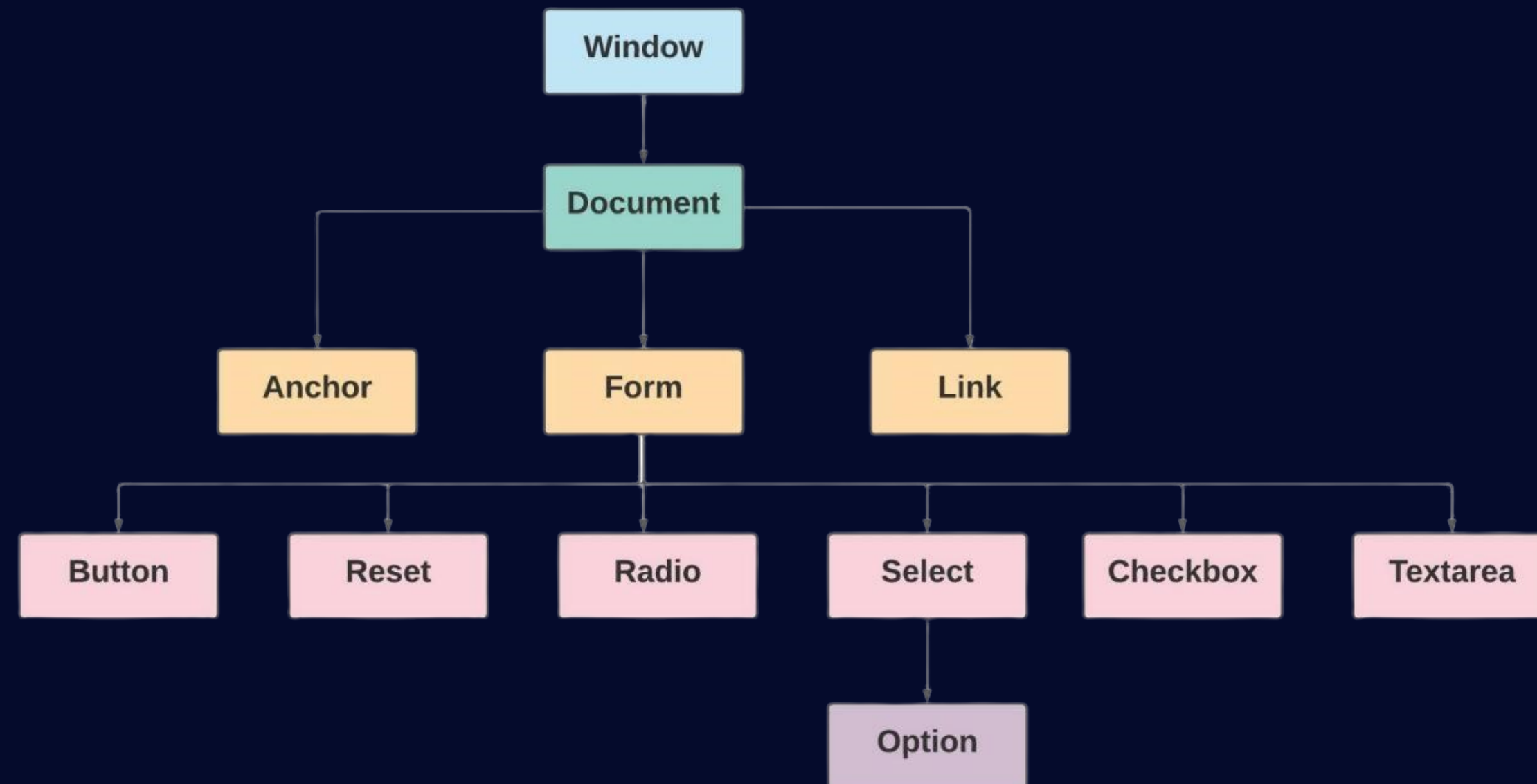


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NODE

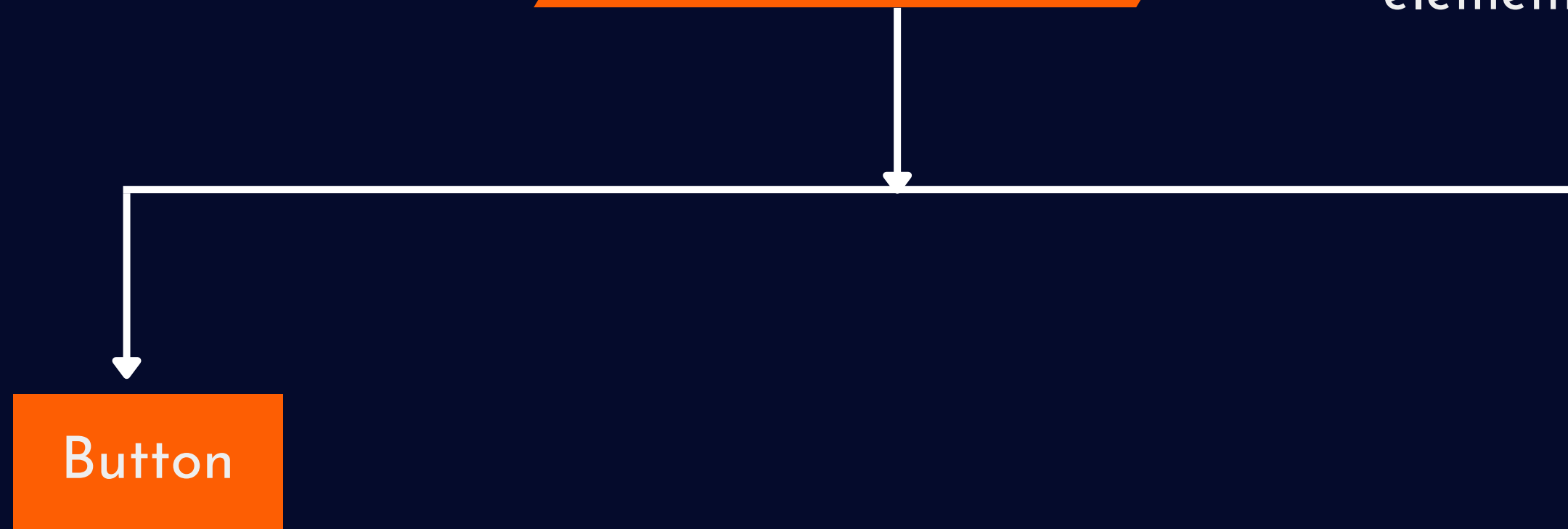
A node is an individual parts of element in the DOM tree

NODE



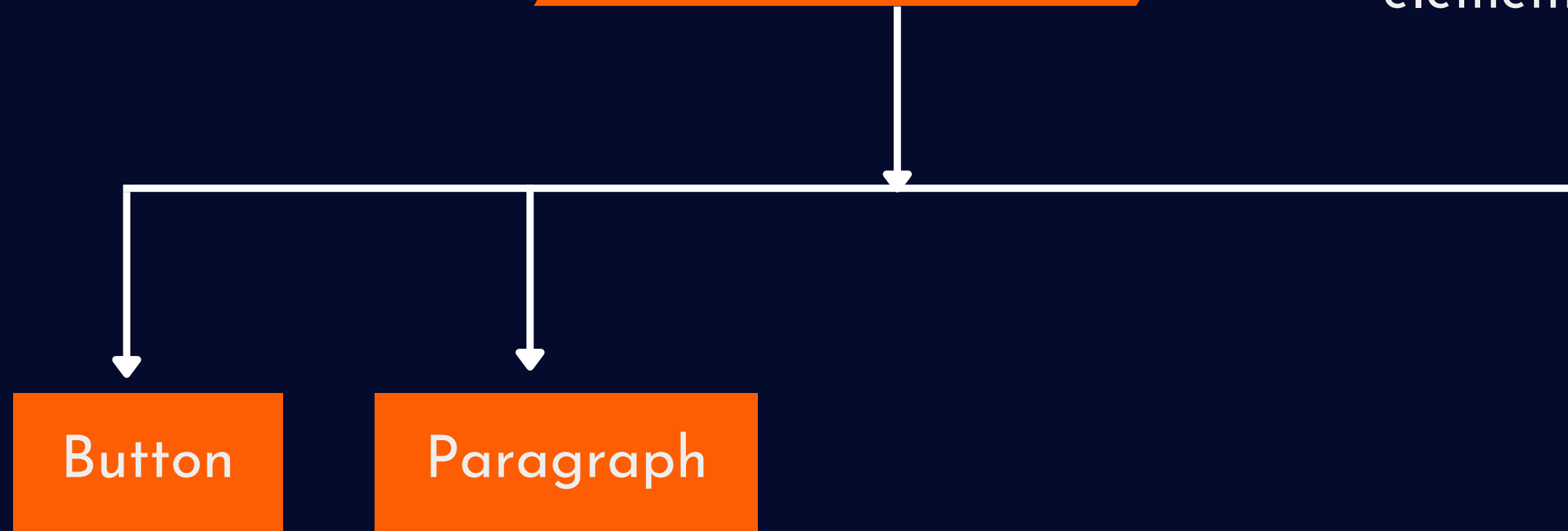
NODE

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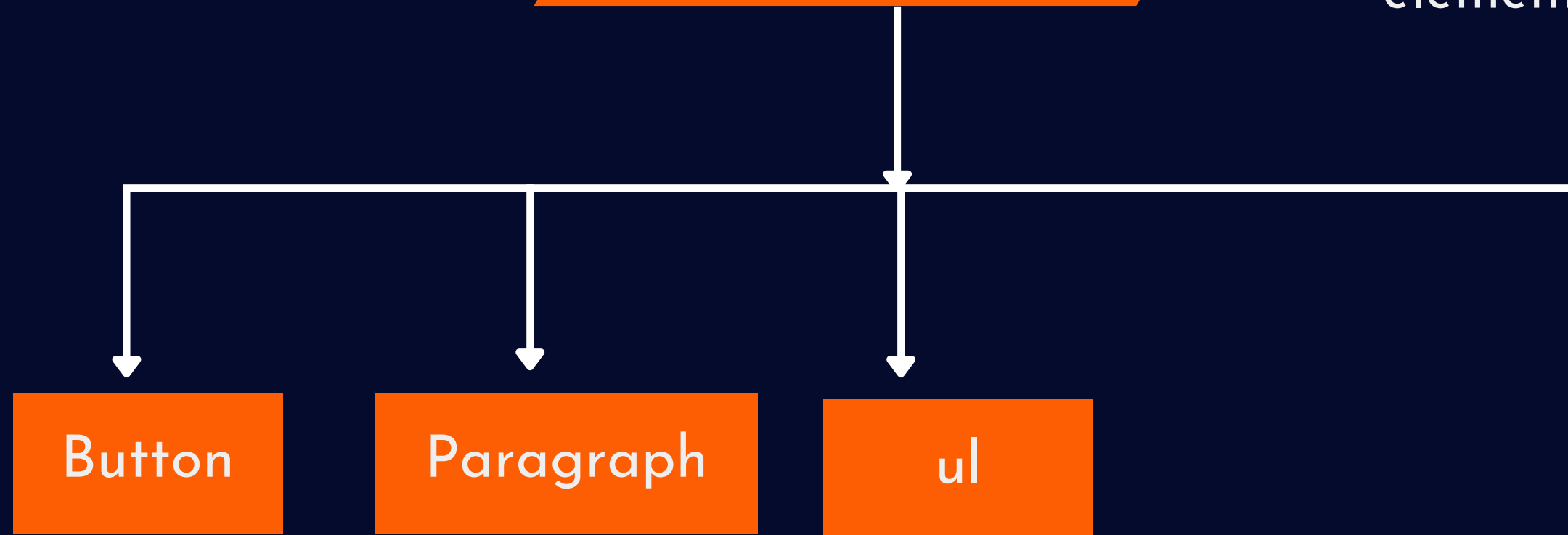
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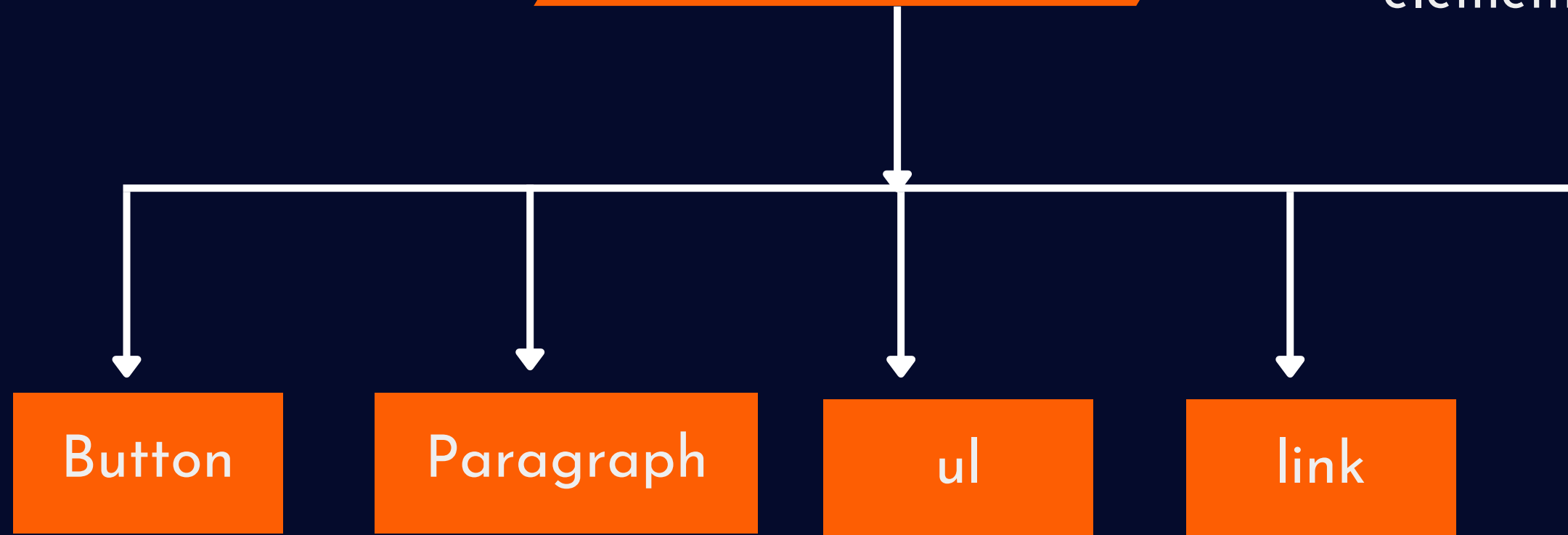
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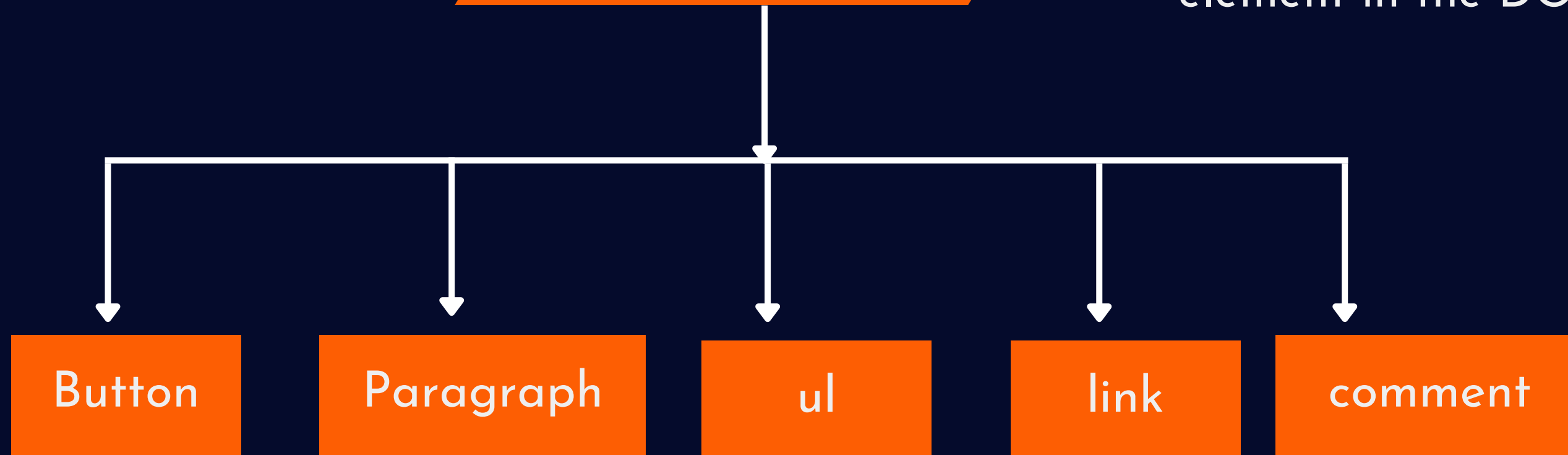
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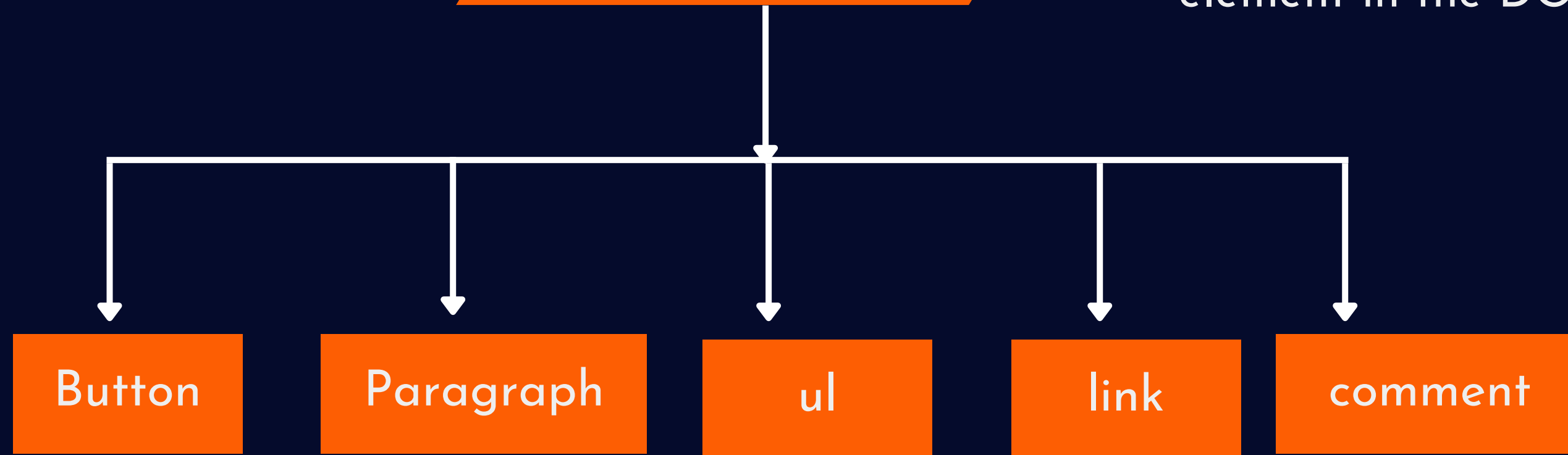
NODE

A node is an individual parts of element in the DOM tree



NODE

A node is an individual parts of element in the DOM tree



Node can have
children/attributes/parents

Facts about **NODE**

- ▶ The DOM node is an object
- ▶ The DOM node has properties and methods

Examining the DOM



Types of Selectors



Types of Selectors



Single



Types of Selectors



Single

Multiple



Types of Selectors



Single

Multiple



`getElementById`



Types of Selectors



Single

Multiple

- ▶ getElementById
- ▶ querySelector



Types of Selectors



Single

Multiple

 getElementById

 querySelector

 getElementsByTagName



Types of Selectors



Single

Multiple

- ▶ getElementById
- ▶ querySelector

- ▶ getElementsByTagName
- ▶ getElementsByClassName



Types of Selectors



Single

Multiple

- ▶ getElementById
- ▶ querySelector

- ▶ getElementsByTagName
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- ▶ getElementsByName



Types of Selectors



Single

Multiple

- ▶ getElementById
- ▶ querySelector

- ▶ getElementsByTagName
- ▶ getElementsByClassName
- ▶ getElementsByName
- ▶ querySelectorAll



Types of Selectors



Single

- ▶ getElementById
- ▶ querySelector

Multiple

- ▶ getElementsByTagName
- ▶ getElementsByClassName
- ▶ getElementByName
- ▶ querySelectorAll
- ▶ getElementsByTagName



Changing **Elements** Properties

All selected elements has a property called style



Changing **Elements** Properties

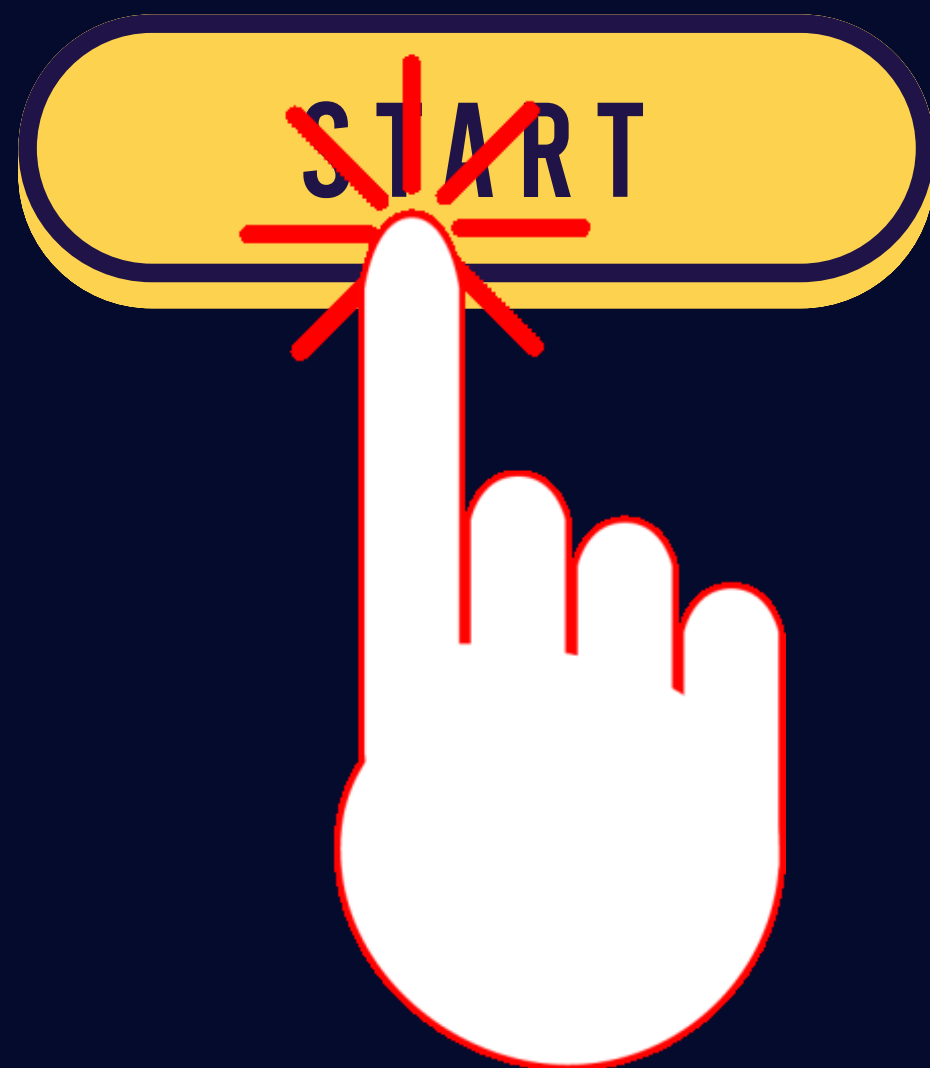
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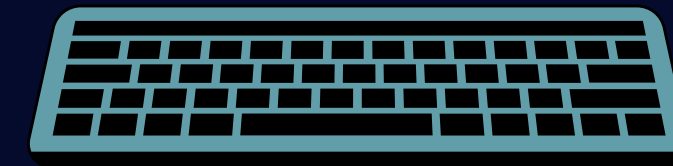


DOM EVENTS

▶ Mouse Events

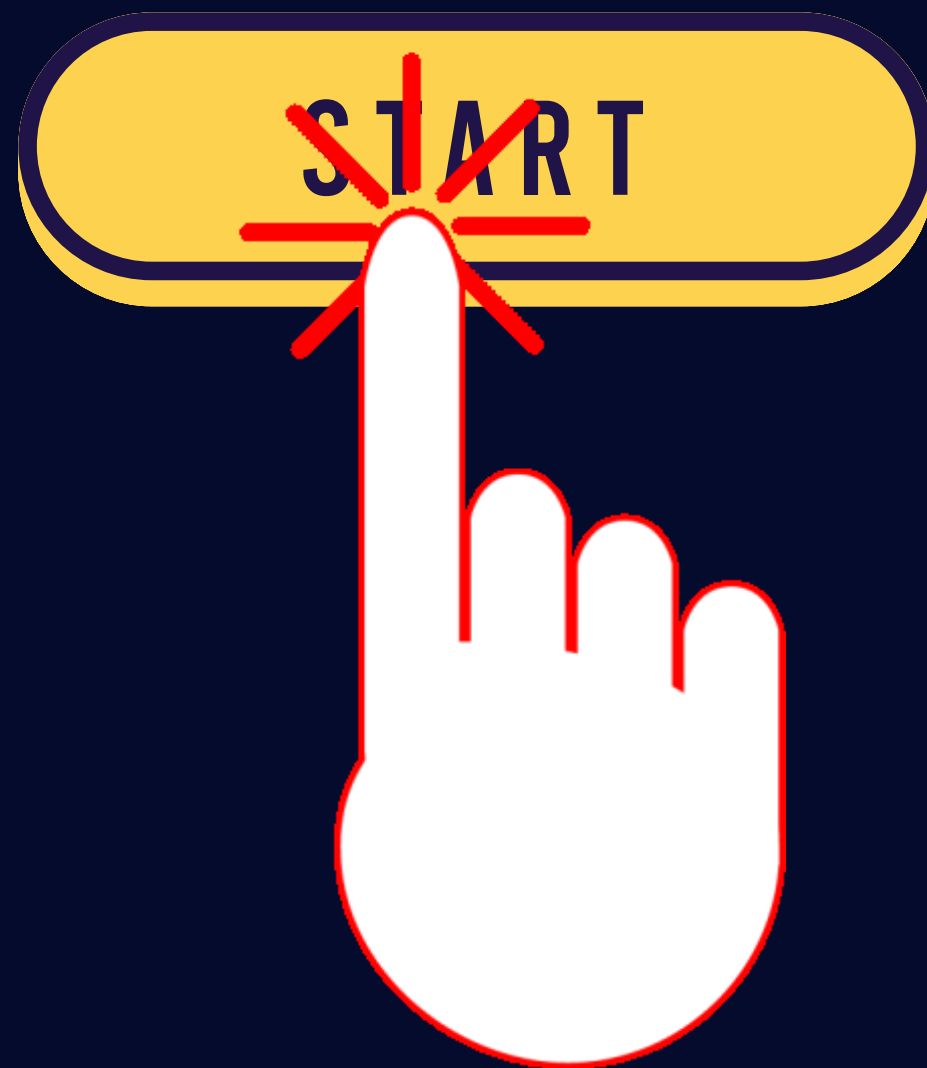


▶ Keyboard Events

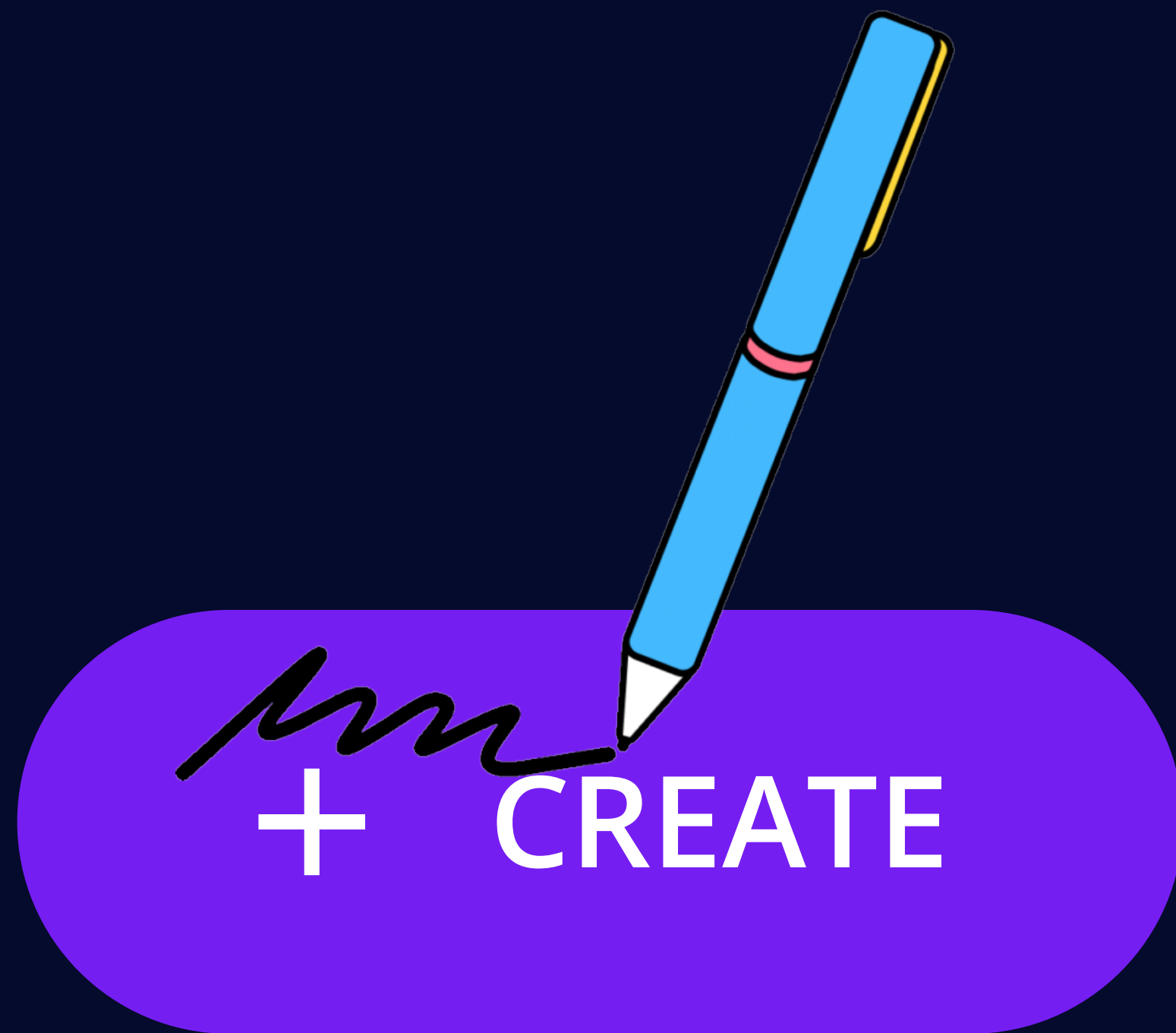


▶ Form Events



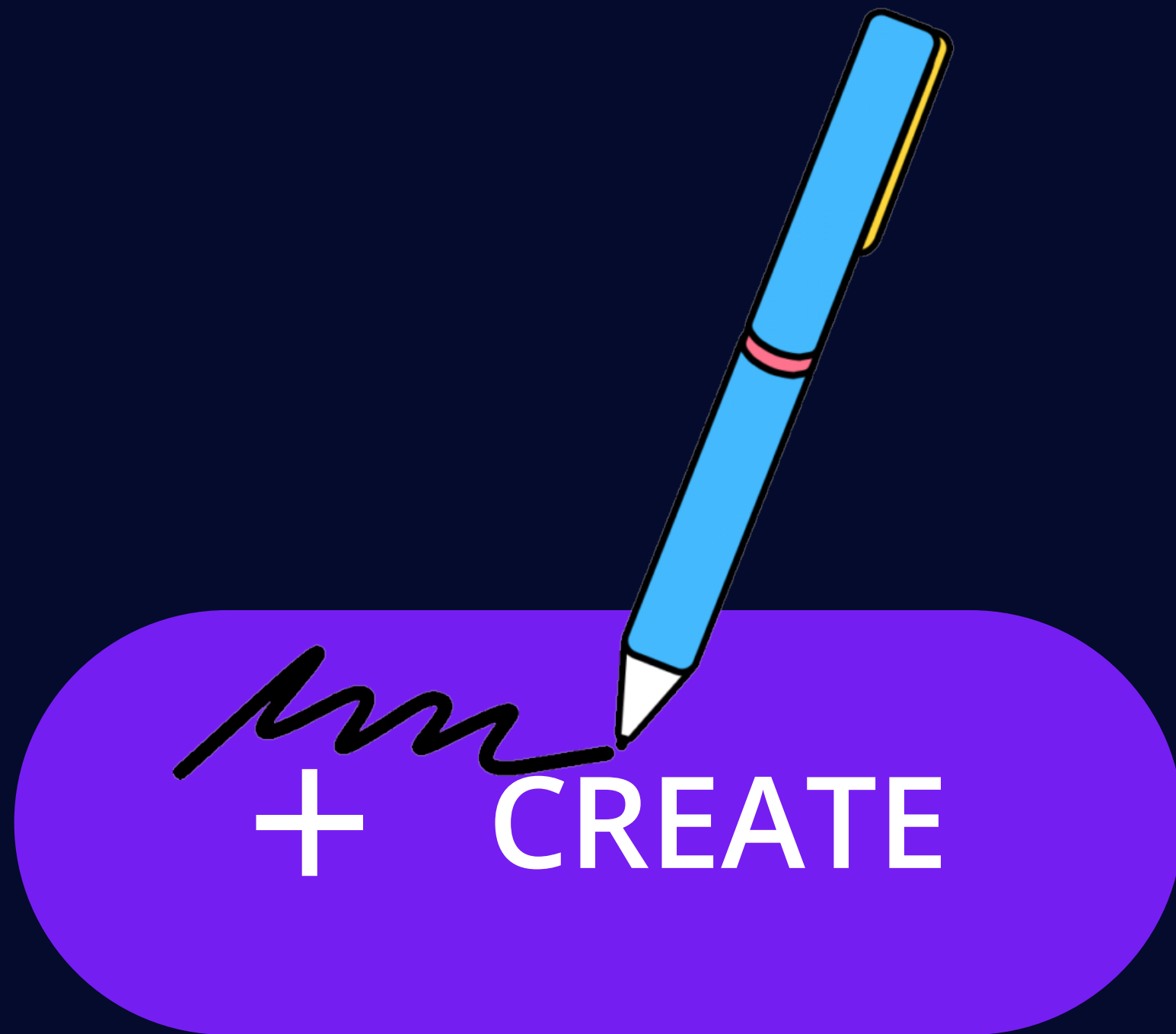


DOM EVENTS



How to Create Element

How to Create Element



S



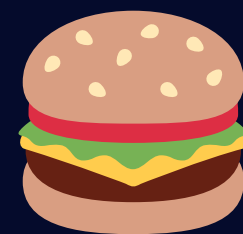
Local Storage

Asynchronous programming

Multi threaded



Multi threaded



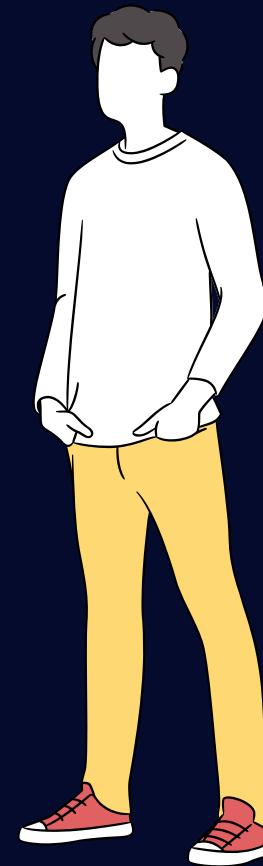
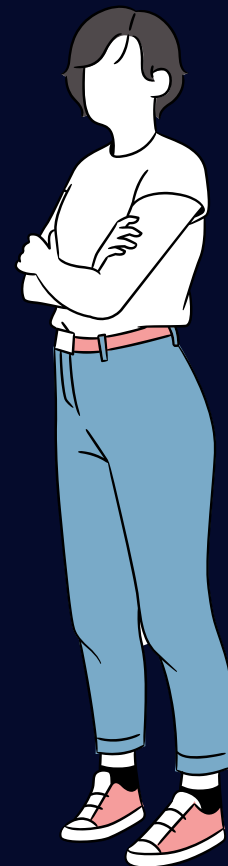
50 minutes to cook



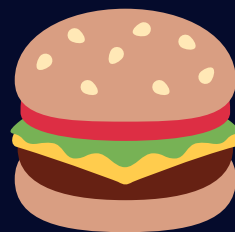
10 minutes to cook



3 minutes to cook



Multi threaded



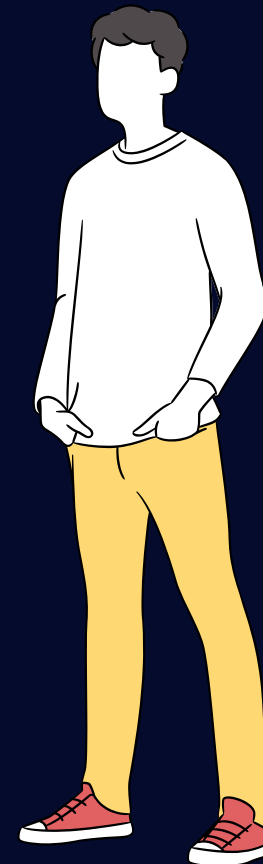
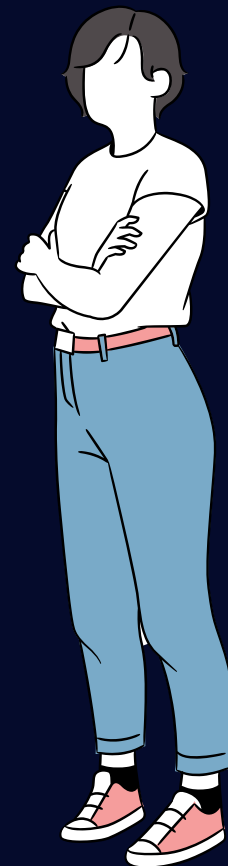
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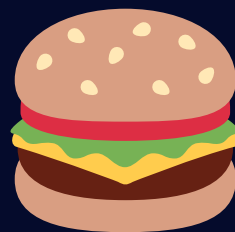
10 minutes to cook



3 minutes to cook



Multi threaded



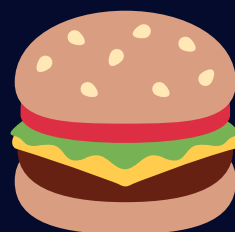
50 minutes to cook



10 minutes to cook



Multi threaded



50 minutes to cook



Multi threaded

Ways of writing

Async Code

SetTimeout



SetTimeout



Callback



SetTimeout



Callback



Promise



SetTimeout



Callback



Promise



Async/Await



SetTimeout



SetTimeout



SetTimeout



SetTimeout is a function that runs after a certain amount of time has passed and it is not blocking the code from executing

Async Programming

SetTimeout



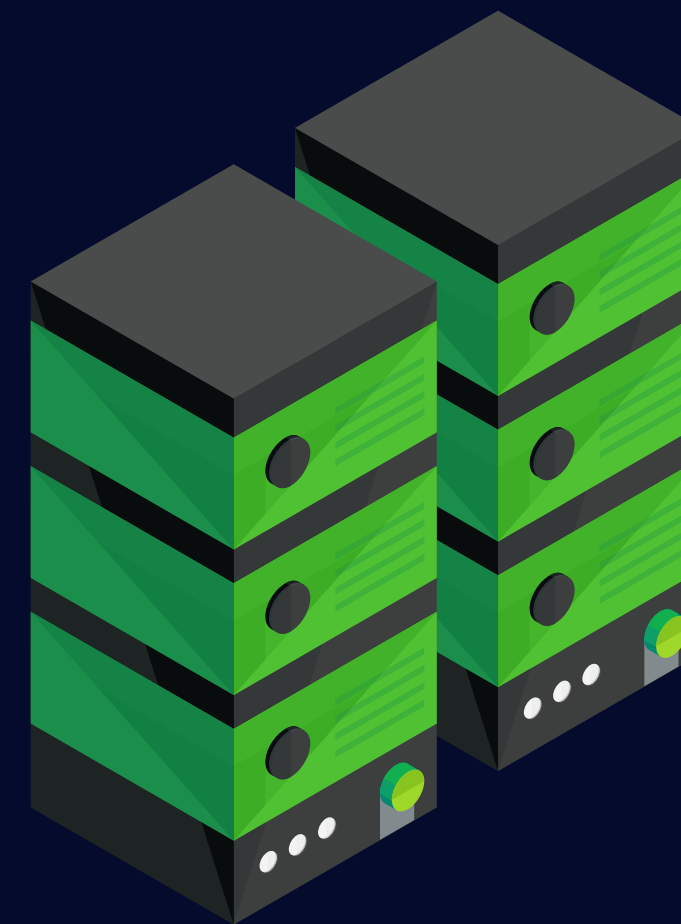
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Syntax

```
1 setTimeout(function(){}, time)
```

Callbacks







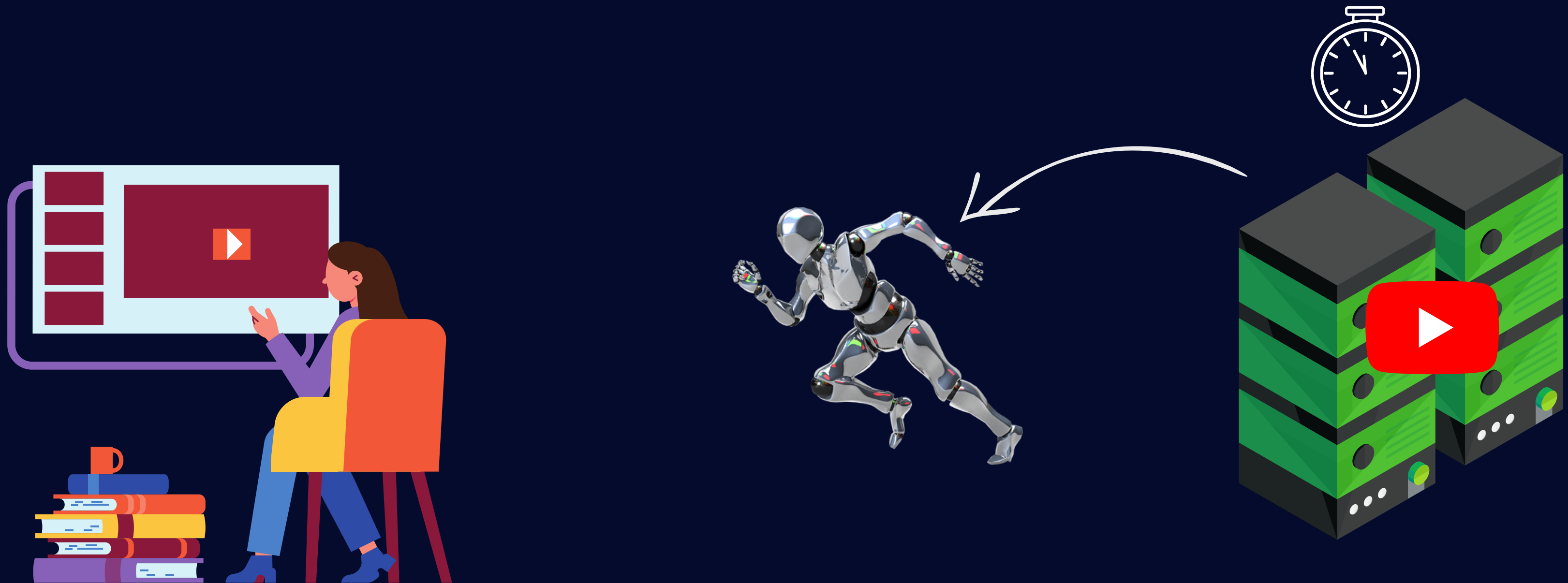
Callbacks

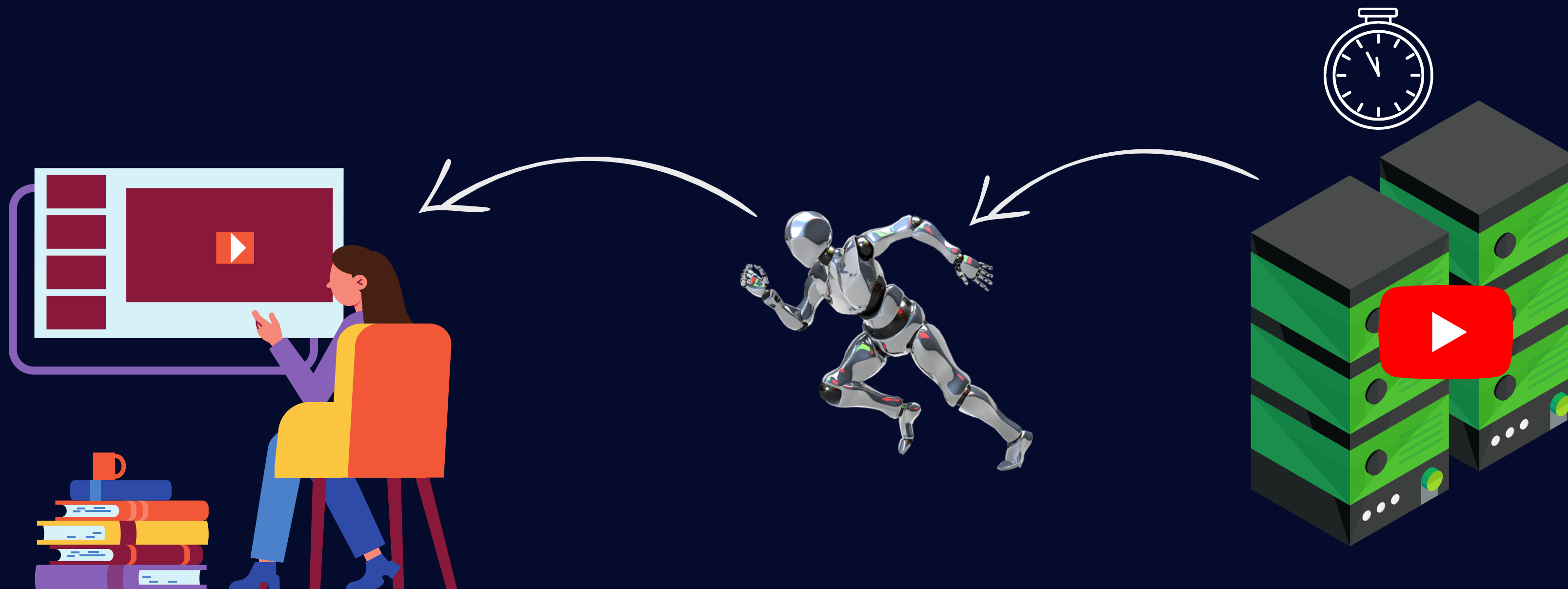


Callbacks

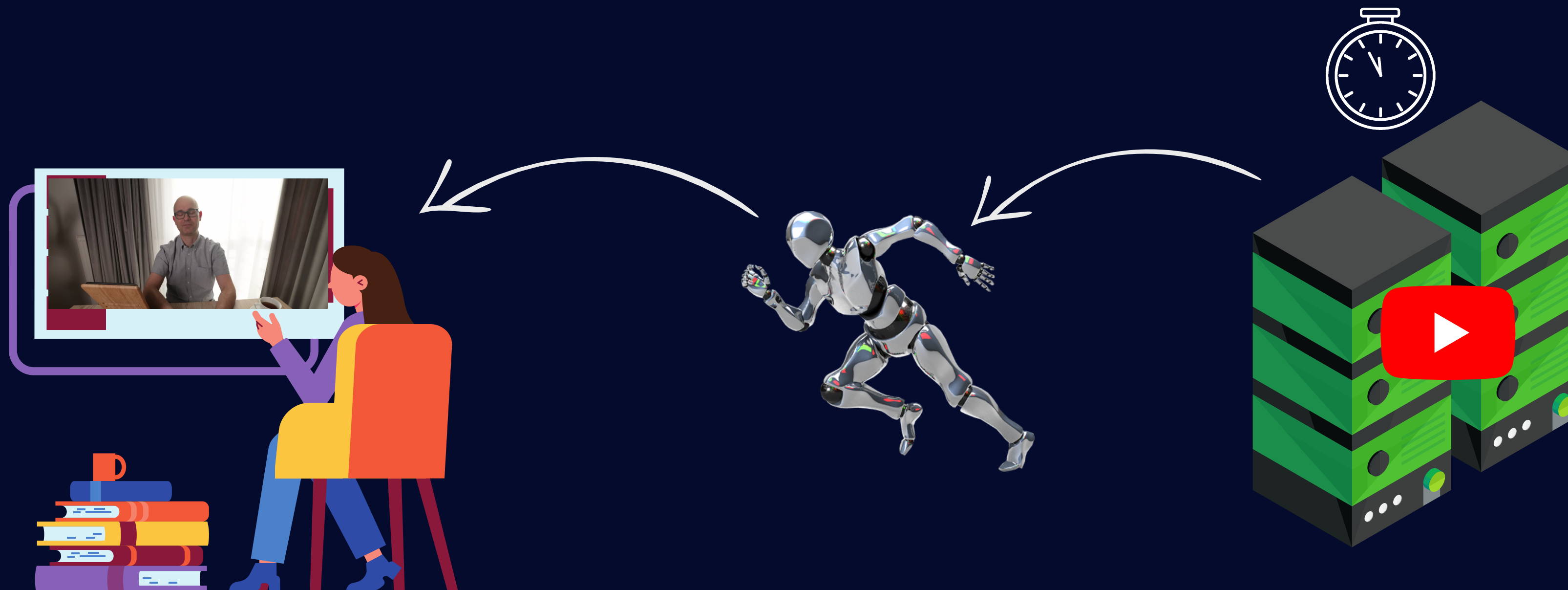


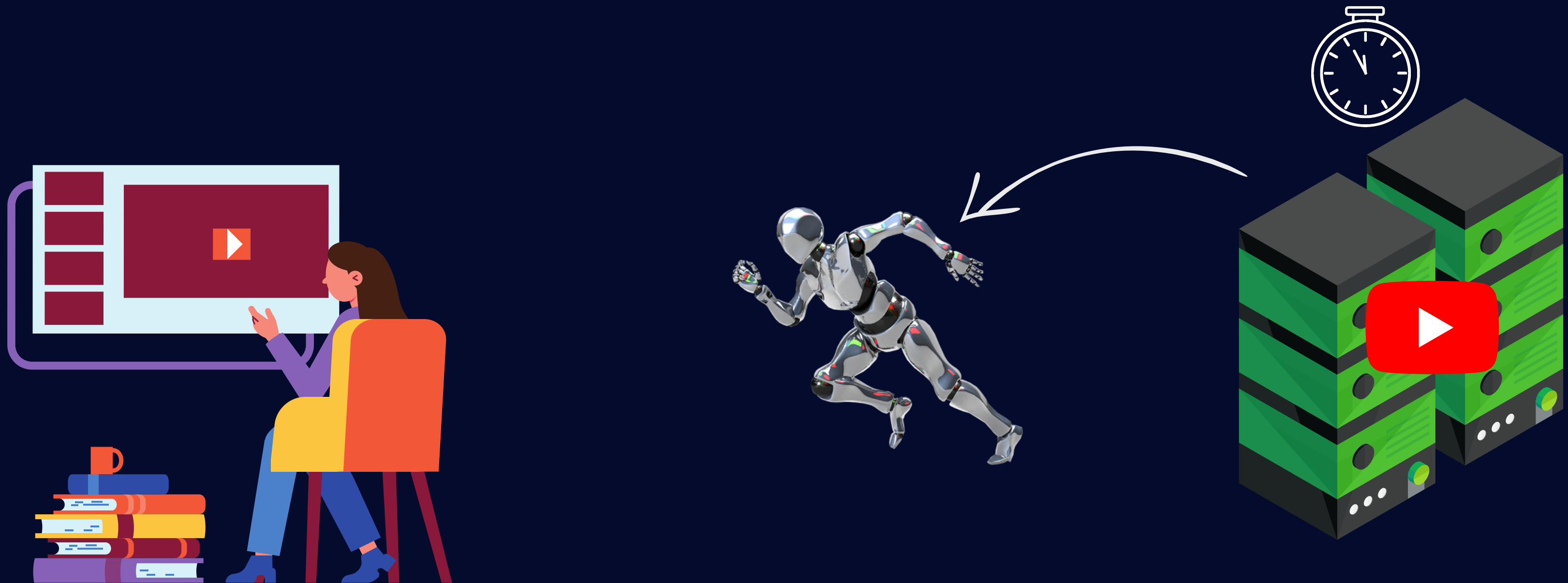






Callbacks







Callbacks



Callbacks

This is a function that is passed to another function as an argument. This function is then executed after the function that is passed to is executed.

Callbacks



Async Programming

This is a function that is passed to another function as an argument. This function is then executed after the function that is passed to is executed.


Callbacks

```
1 function sayHello(callback) {  
2   console.log("Hello");  
3   callback();  
4 }  
5
```


Async Programming

This is a function that is passed to another function as an argument. This function is then executed after the function that is passed to is executed.

Callbacks



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Callback

Promise



Promise



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Async Programming

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Promise



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The values can be:

- pending
- success (fulfilled)
- failure

Facts about promises

Promise



Facts about promises

Promise



When a promise is created, it is in the pending state

Facts about promises

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Facts about promises

Promise



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When a promise is rejected, it is in the rejected state

Facts about promises

Promise



When a promise is created, it is in the pending state

When a promise is resolved, it is in the fulfilled state

When a promise is rejected, it is in the rejected state



When returning a promise from a function, the function will return a promise but not the value of the promise. And the value of the promise will be returned when the promise is resolved.

Promise



How to Create a Promise

Promise



```
1  const promise = new Promise((resolve, reject) => {  
2    //code  
3    //if the promise is resolved  
4    resolve();  
5    //if the promise is rejected  
6    reject();  
7  }  
8  );  
9
```

Promise



Function returning a promise

Async/Await





Syntax



```
1  async function fetchPosts() {  
2    const res = await makeAPIRequest();  
3  }  
4
```



Rules

It is a syntactic sugar for promises





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use use try/catch to handle success and errors in async/await





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use use try/catch to handle success and errors in async/await

use await to wait for the promise to resolve.

