

Call Stack



## Call Stack

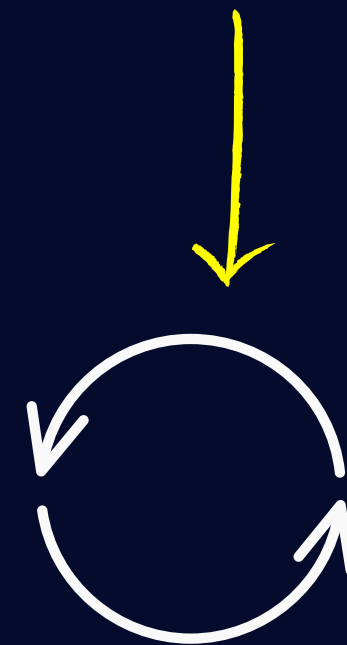


```
1 function findTotal() {  
2   const arr = [3, 5, 7, 9];  
3   let total = 0;  
4  
5   for (let i = 0; i < arr.length; i++) {  
6     let msg = "The loop has run " + i + " times";  
7     total += arr[i];  
8   }  
9  
10  if (total > 10) {  
11    const msg = "The total is " + total;  
12  }  
13 }  
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```

Call Stack



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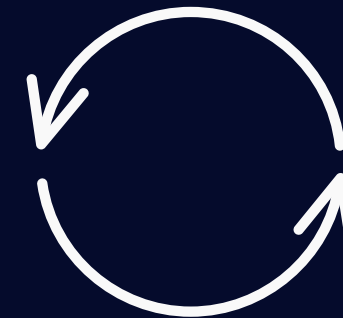


Event Loop

## Call Stack



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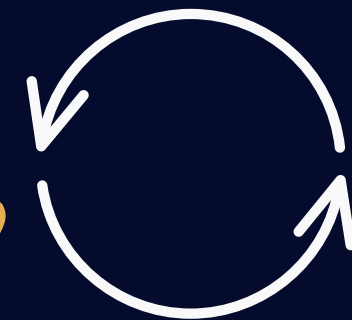
Event Loop

Manages which callback function to  
be put inside callstack

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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



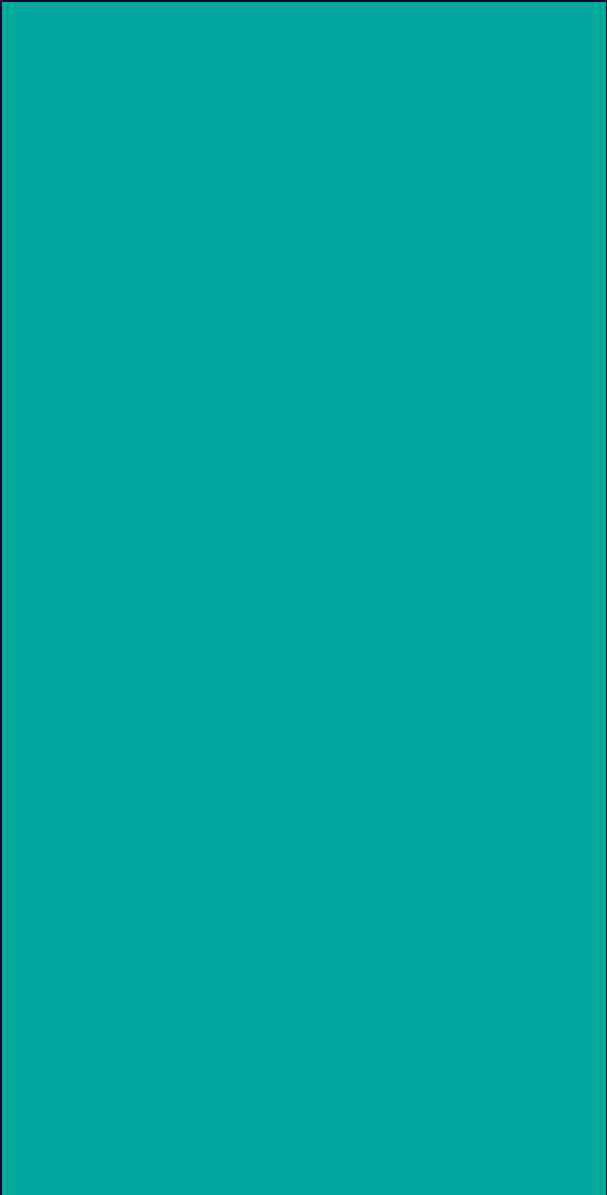
fn1()



# JS Callstack



Call Stack



JS

# JS Callstack





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

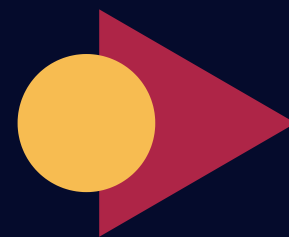
# Array Of Objects



# Data Mutation



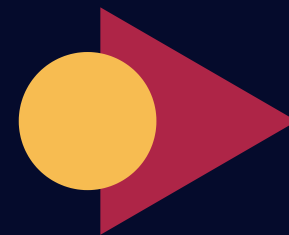
# Data Mutation



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



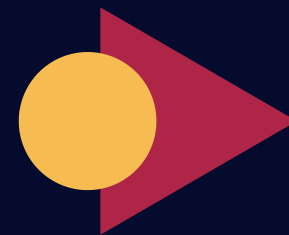
# Data Mutation



Avoid data mutation as much as possible.



# Data Mutation

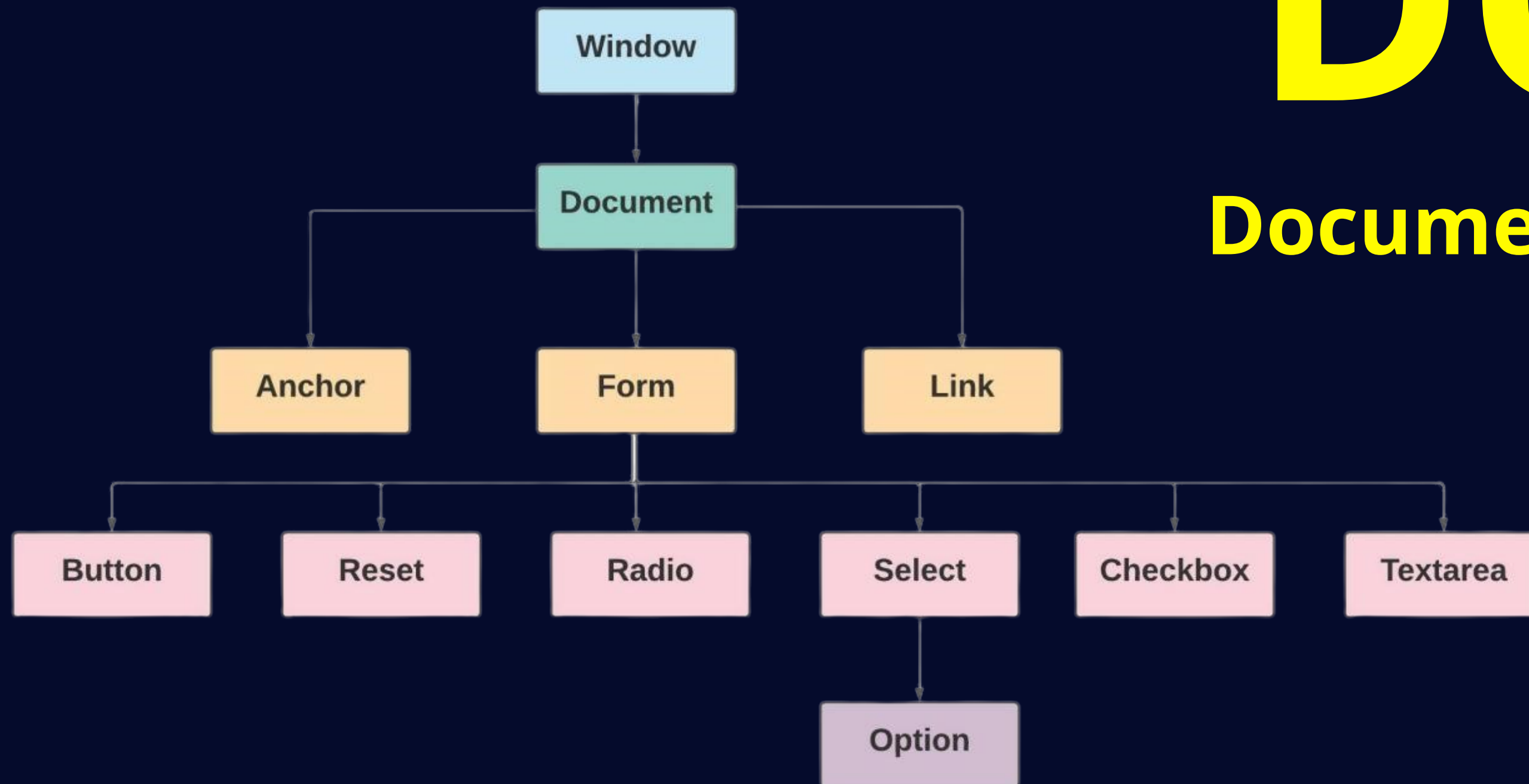


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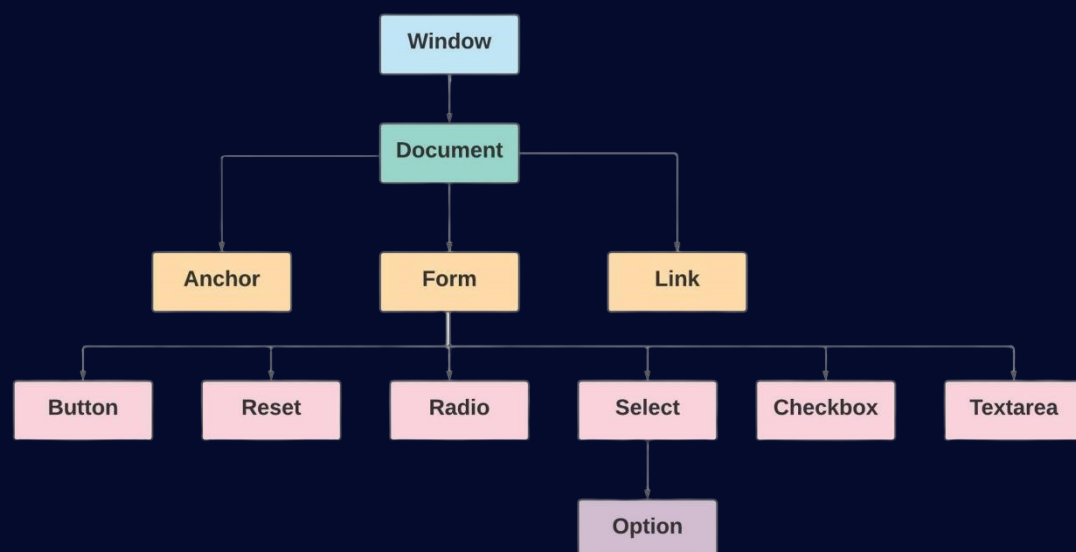
# DOM

## Document Object Model



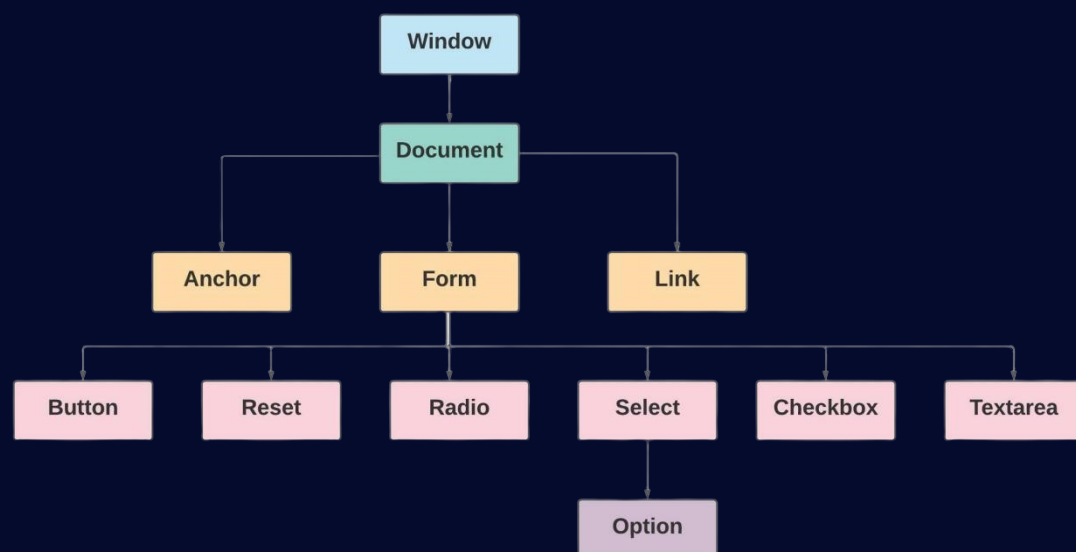
# DOM

## Document Object Model



# DOM

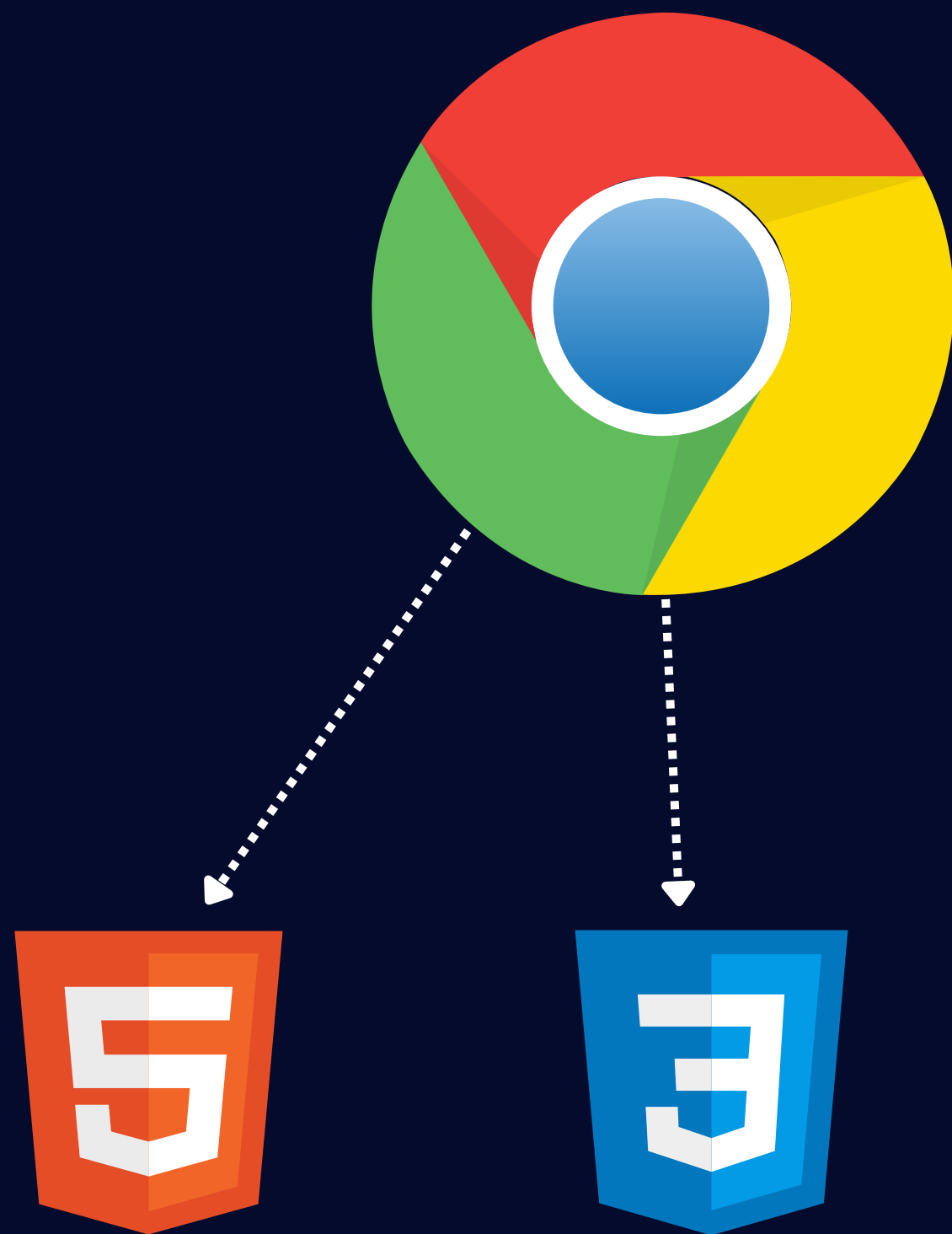
## Document Object Model



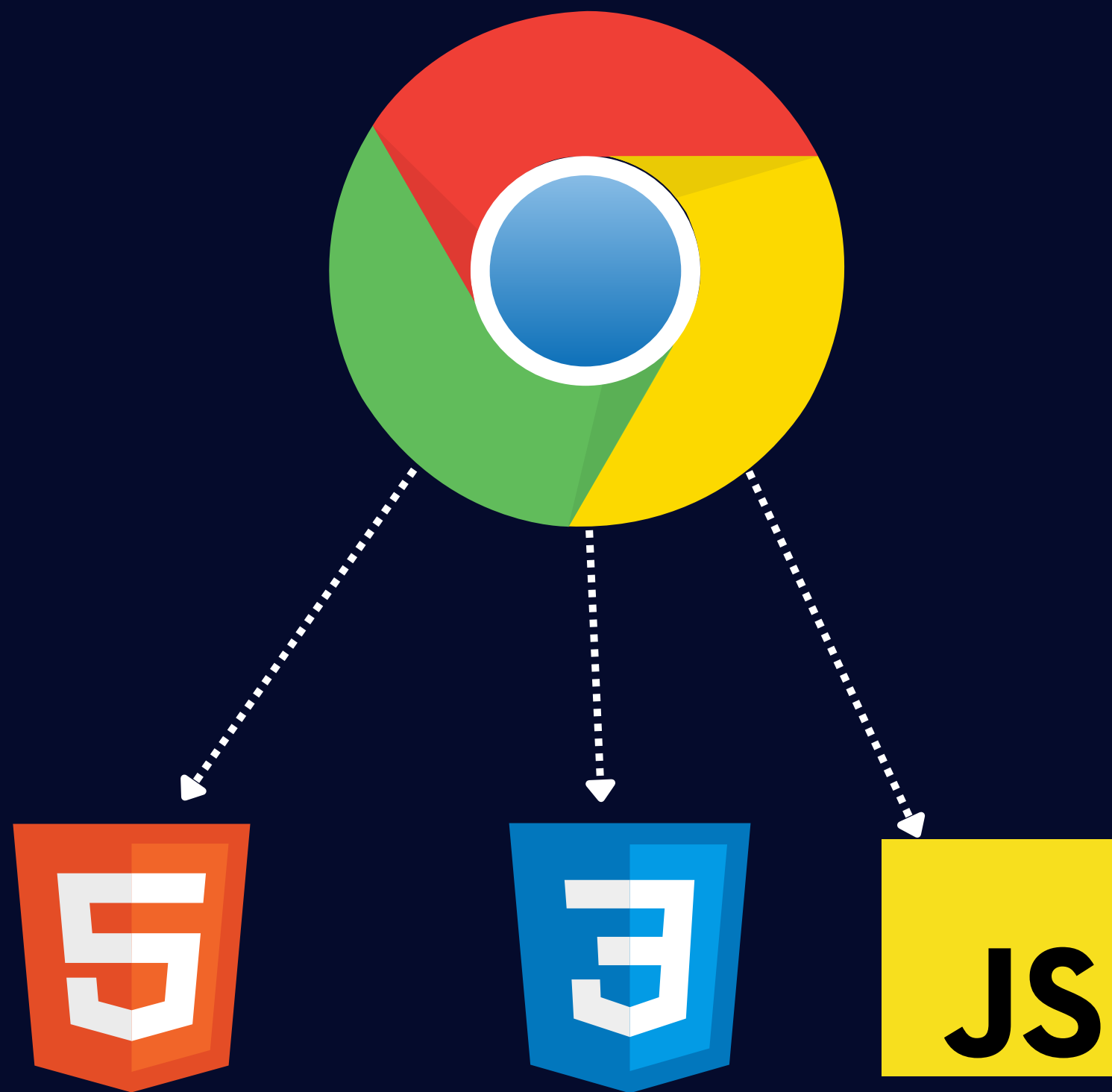
DOM is a tree structure that represents the structure of the HTML document



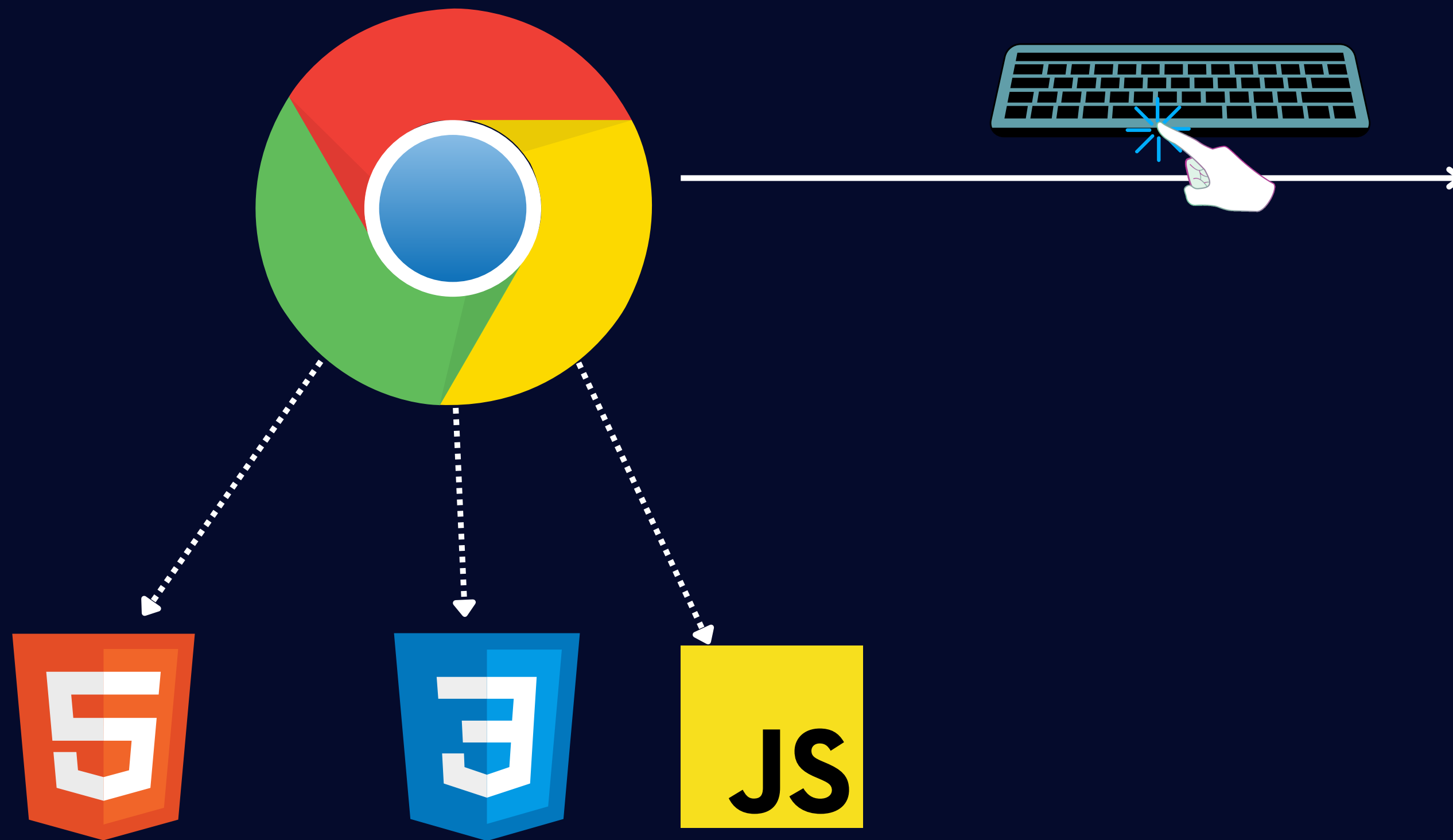




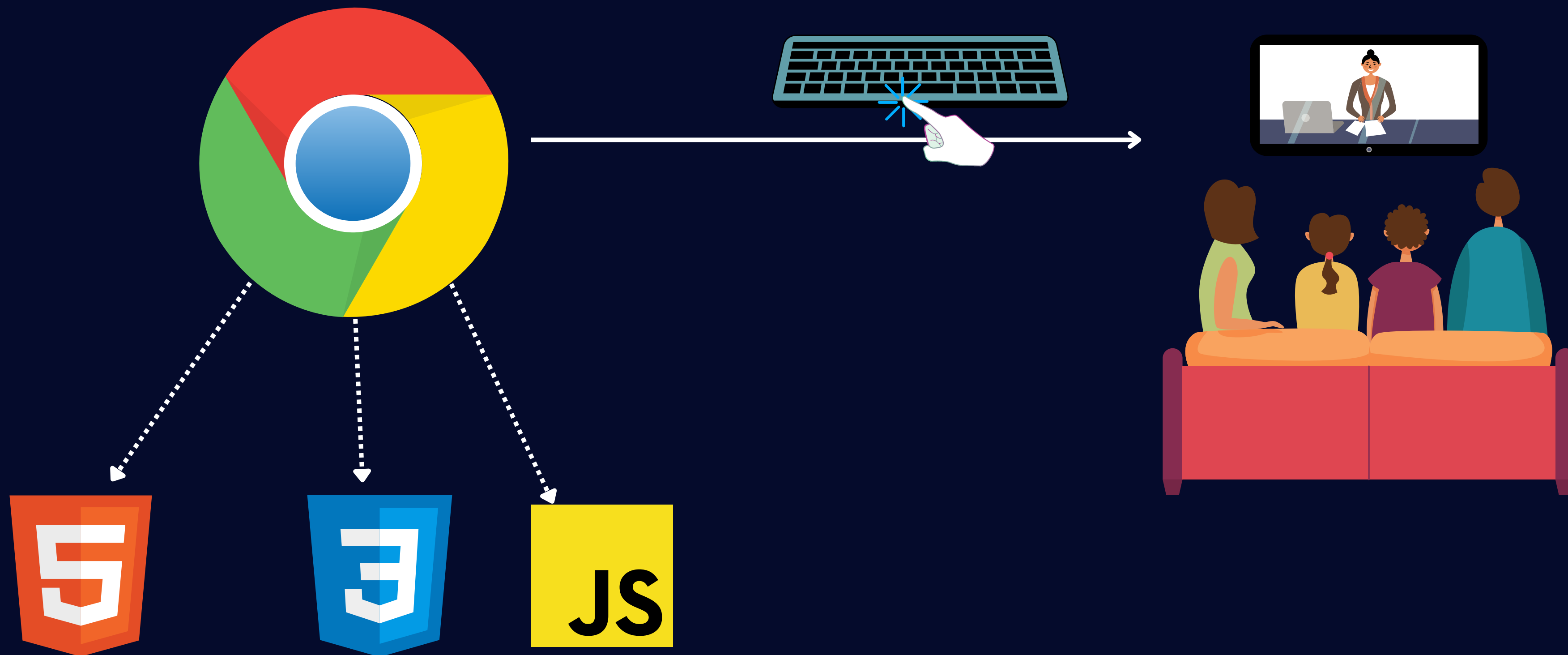
JS



JS



JS



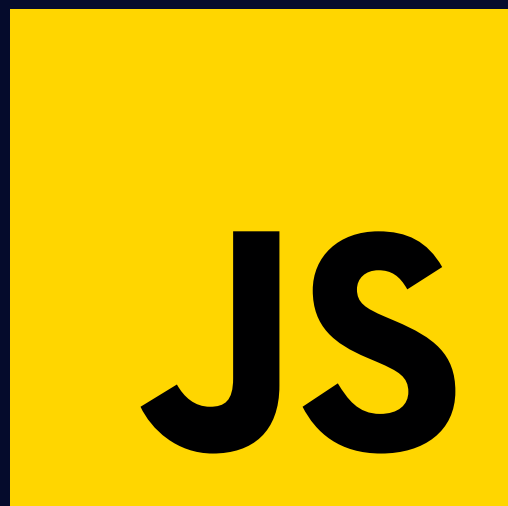


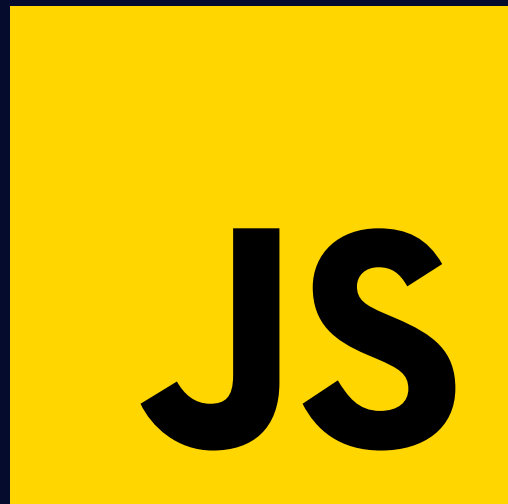


JS

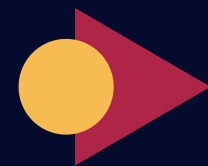


JS



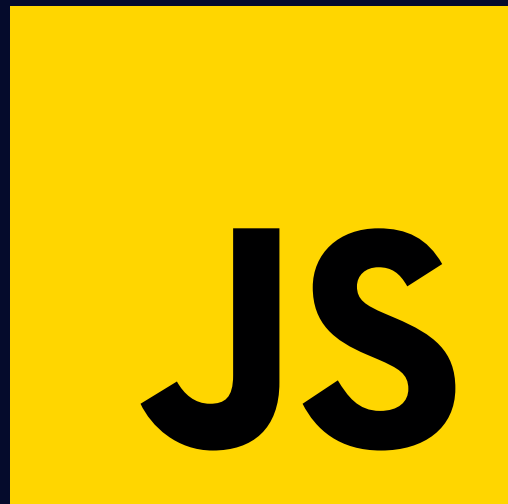


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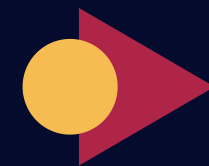


DOM is the interface between the browser  
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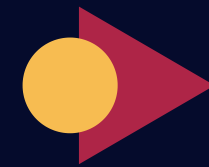




# DOM



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

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- ▶ To get values from input field

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- ▶ 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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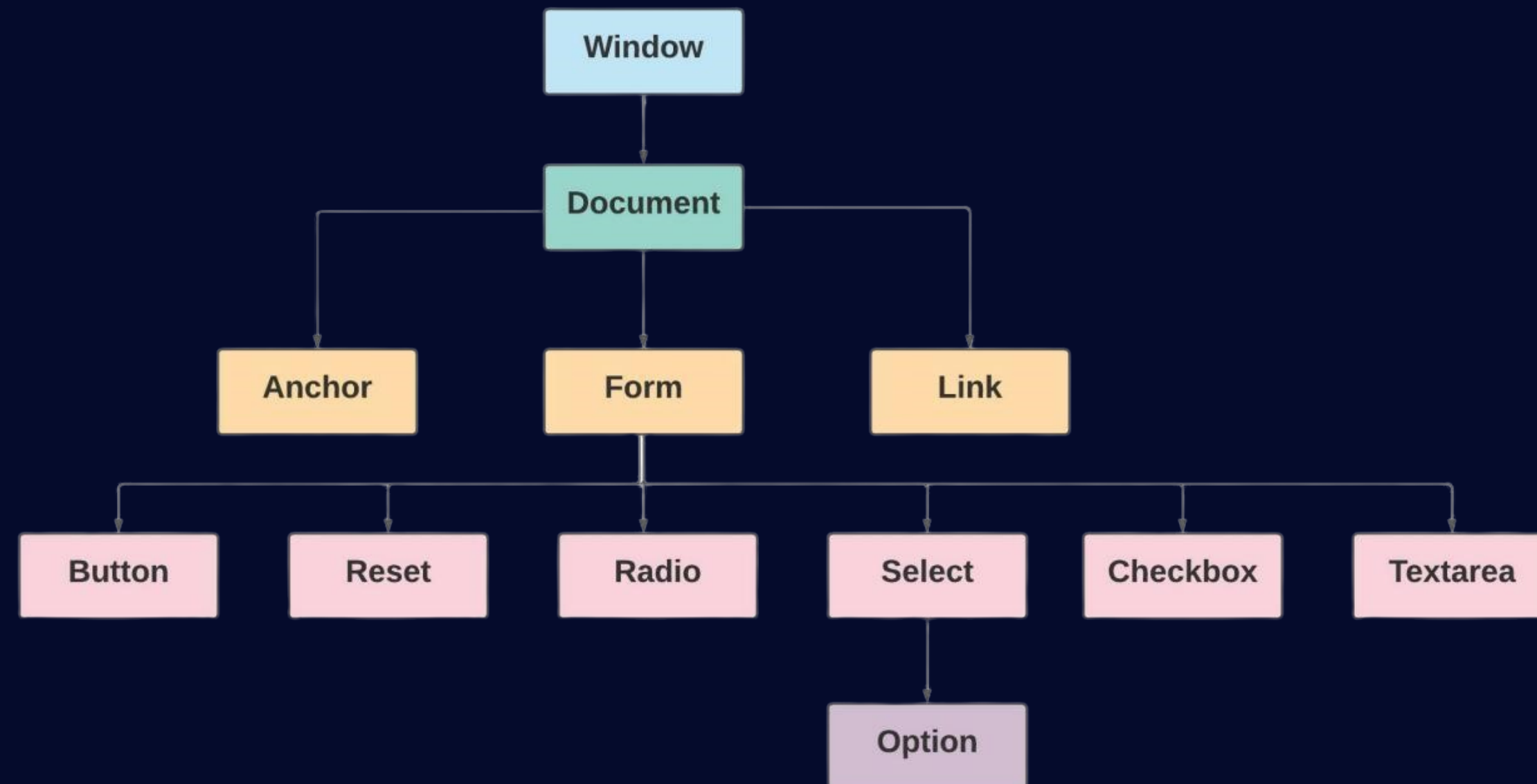


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# NODE

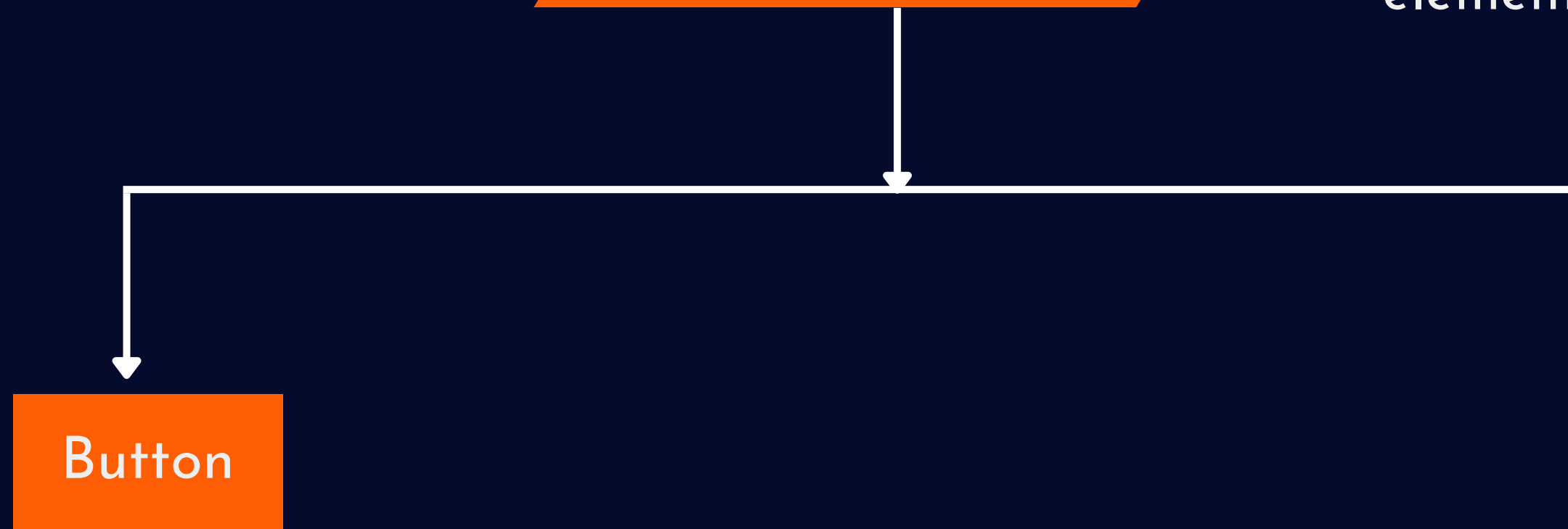
A node is an individual parts of element in the DOM tree

# NODE



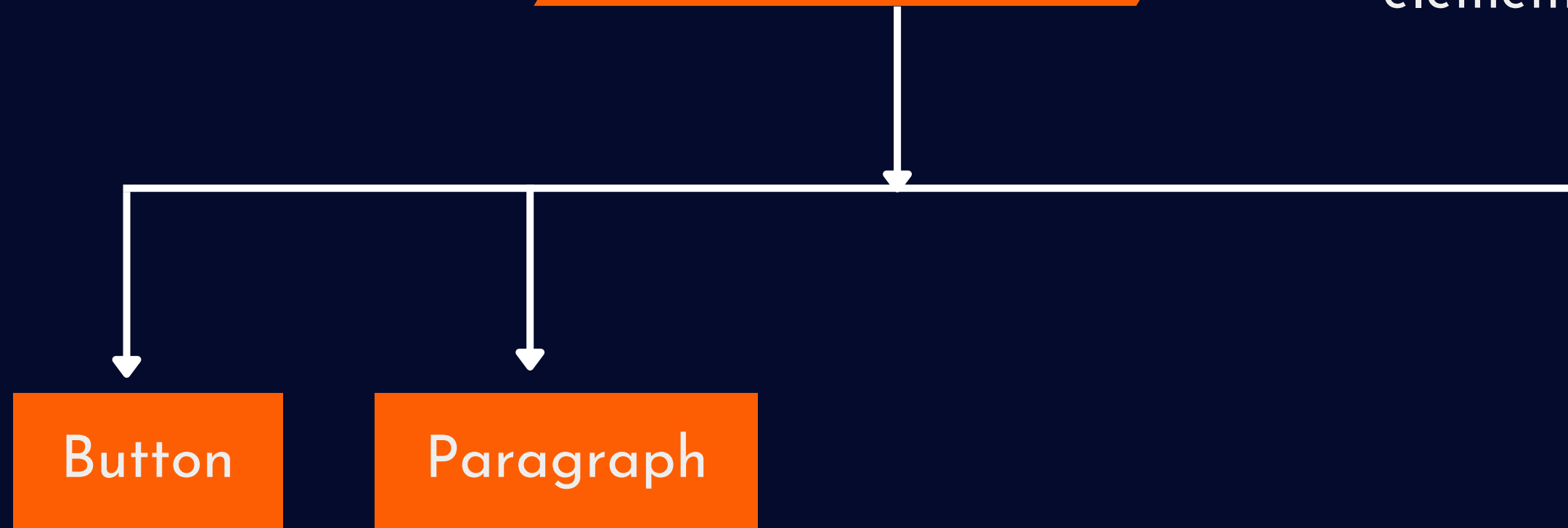
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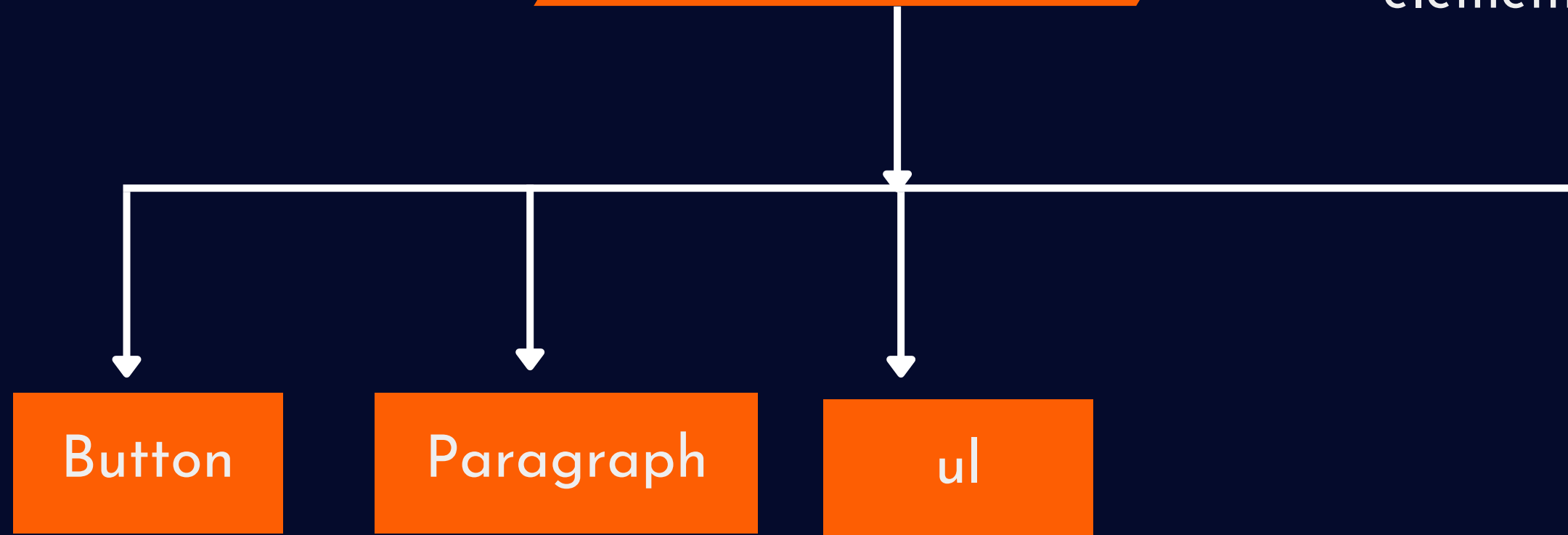
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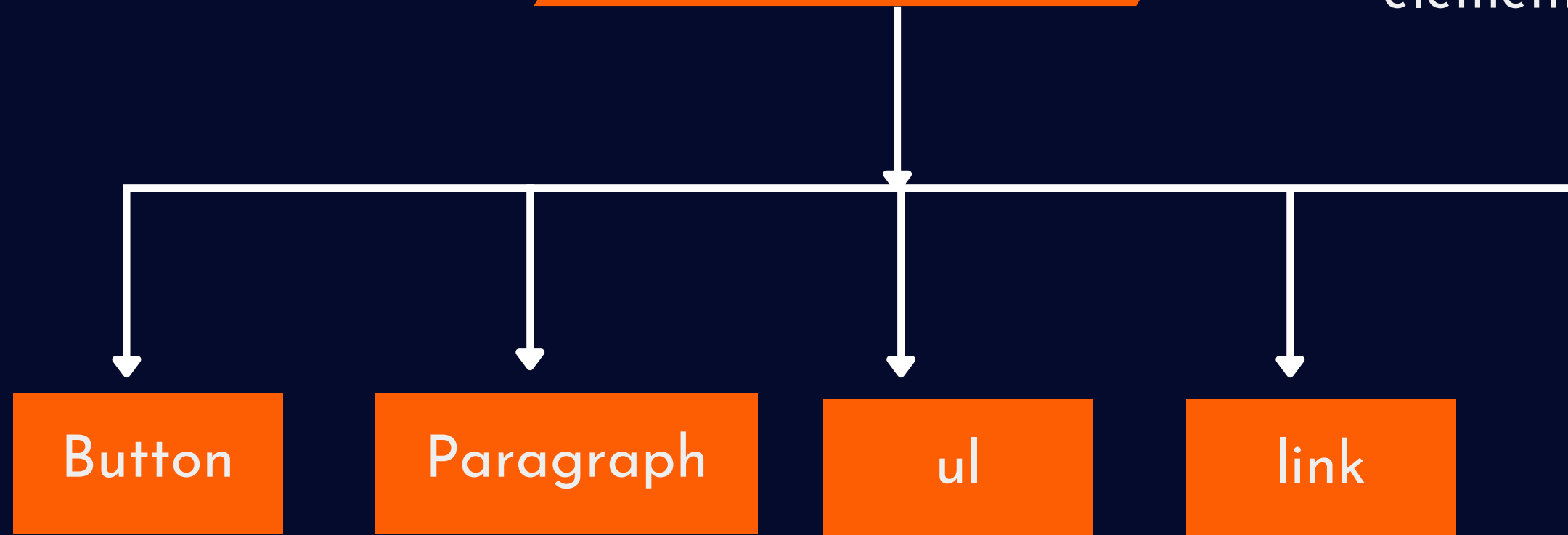
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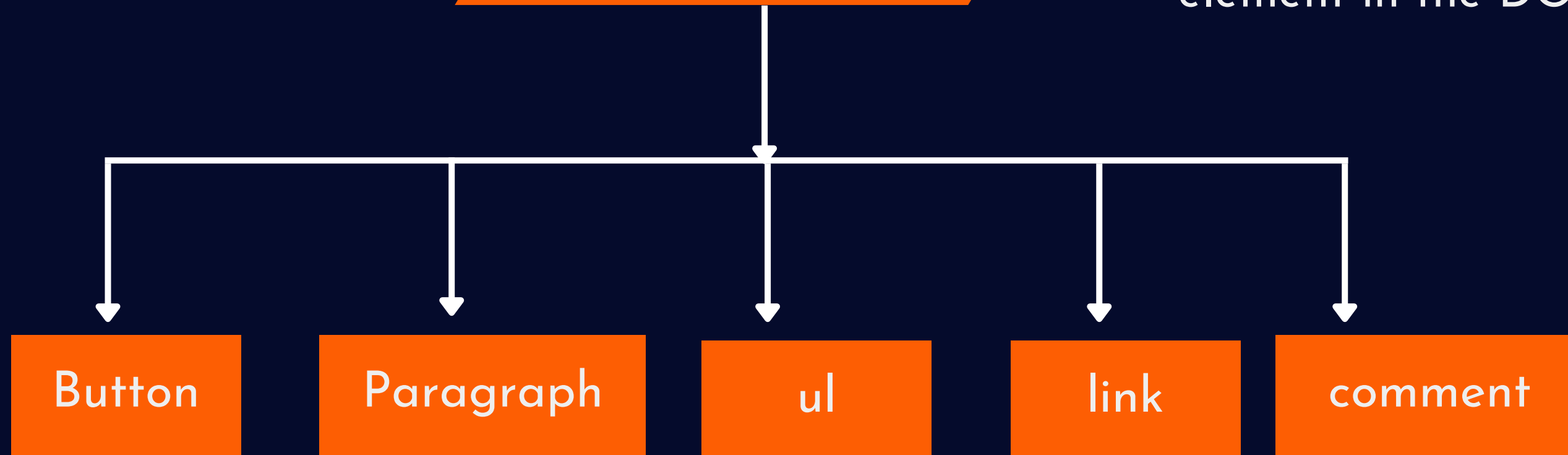
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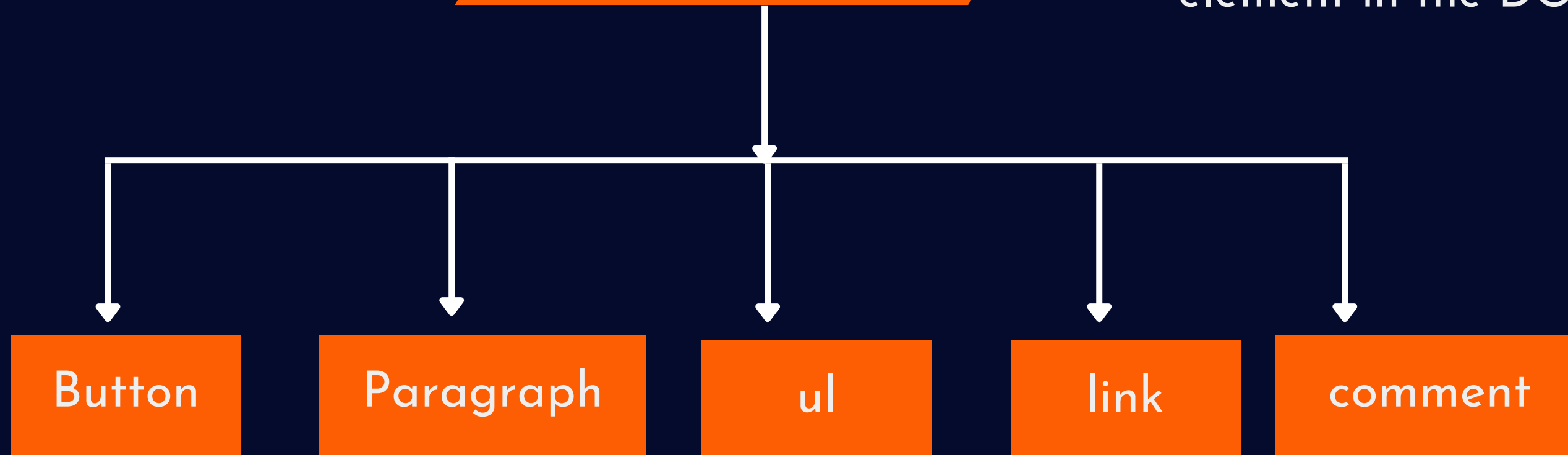
# NODE

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



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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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# Types of Selectors



## Single

- ▶ getElementById
- ▶ querySelector

## Multiple

- ▶ 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

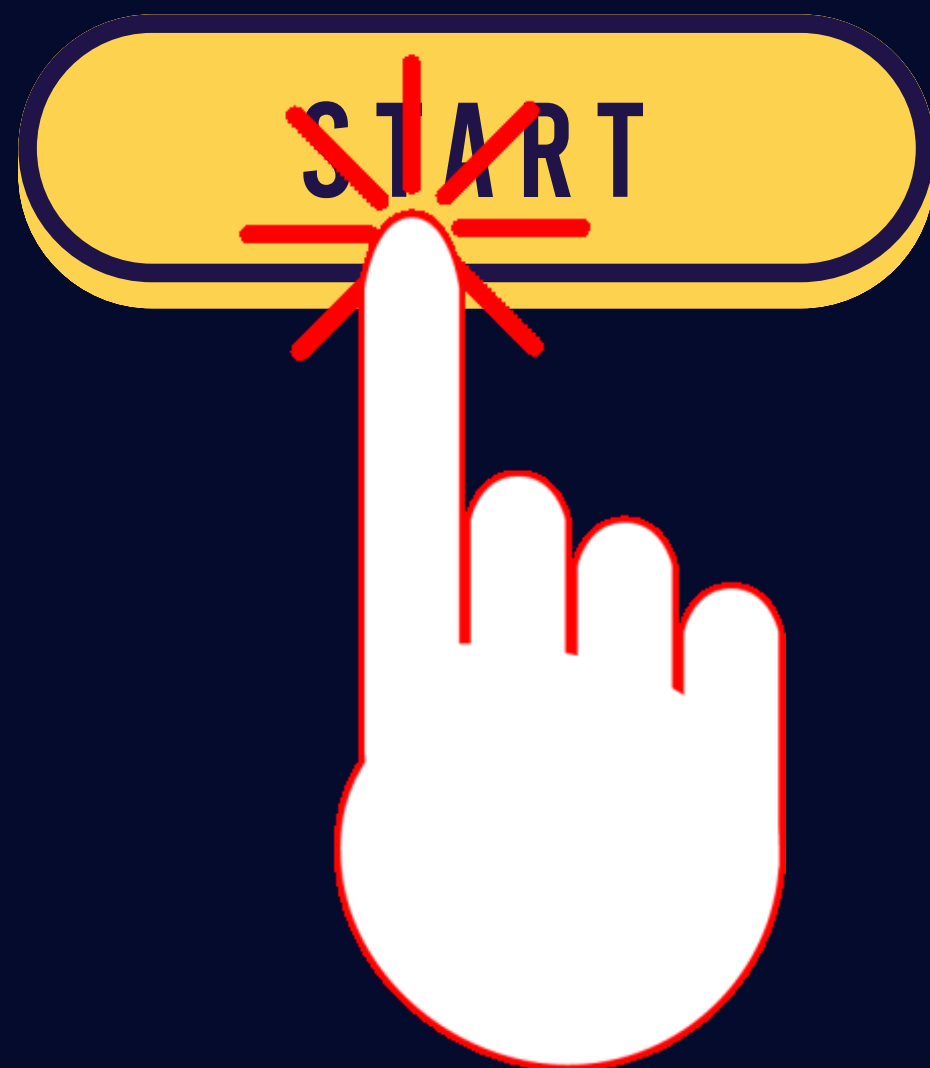
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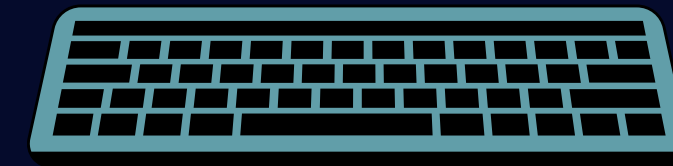


# DOM EVENTS

▶ Mouse Events

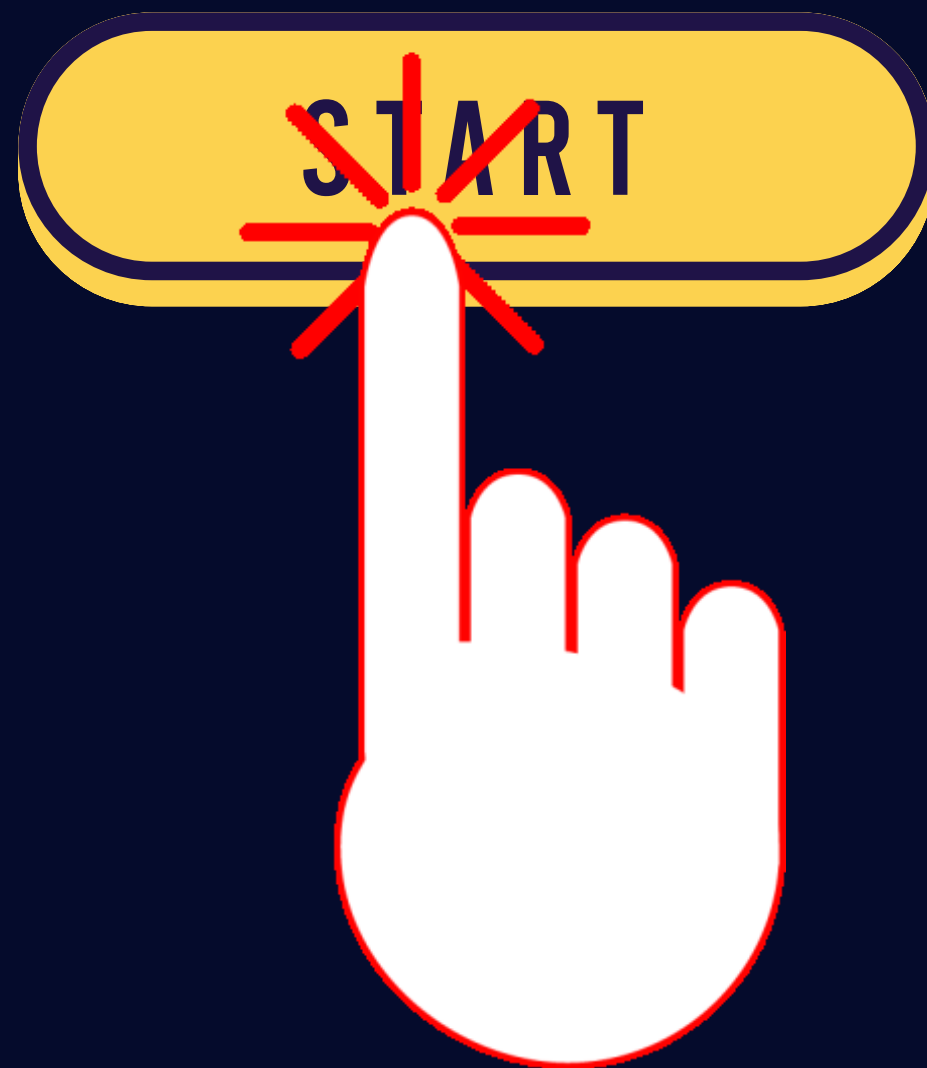


▶ Keyboard Events

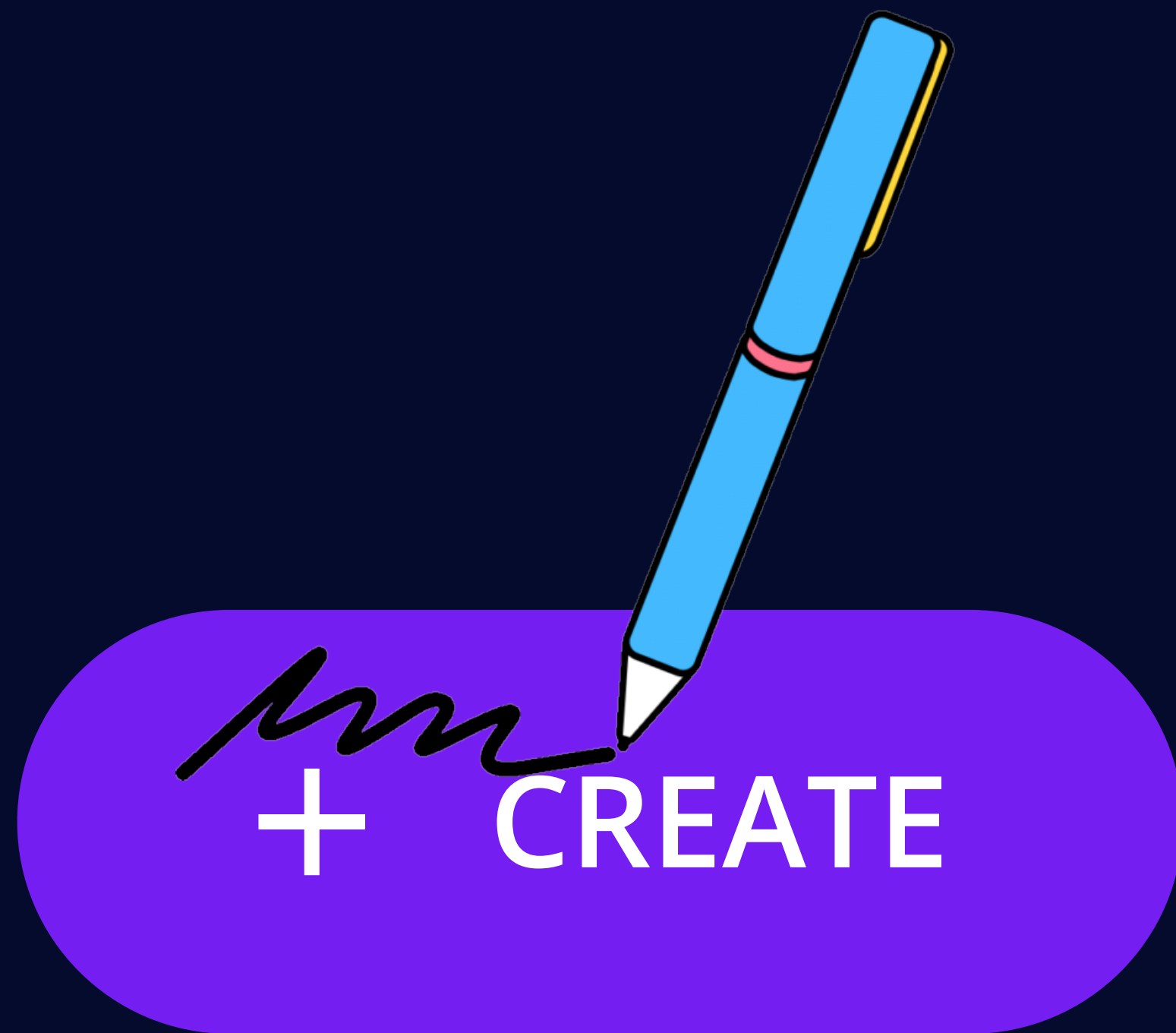


▶ Form Events

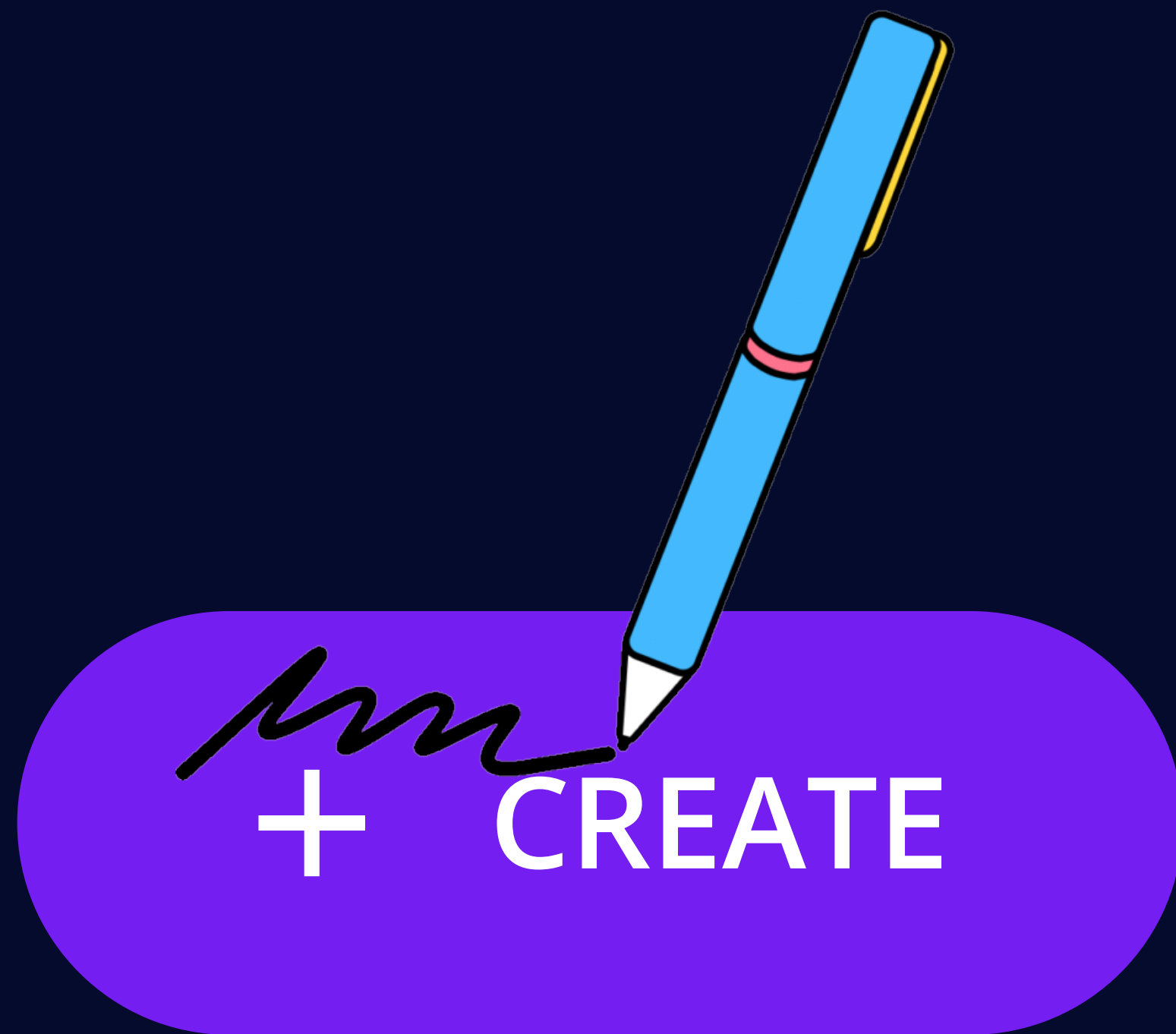




# DOM EVENTS



# How to Create Element



# How to Create Element

S



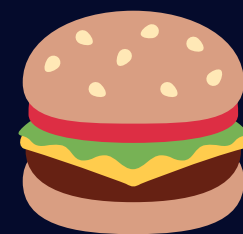
# Local Storage

# Asynchronous programming

*Multi threaded*



Multi threaded



50 minutes to cook



10 minutes to cook



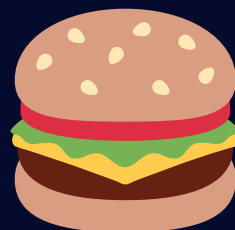
3 minutes to cook







Multi threaded



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



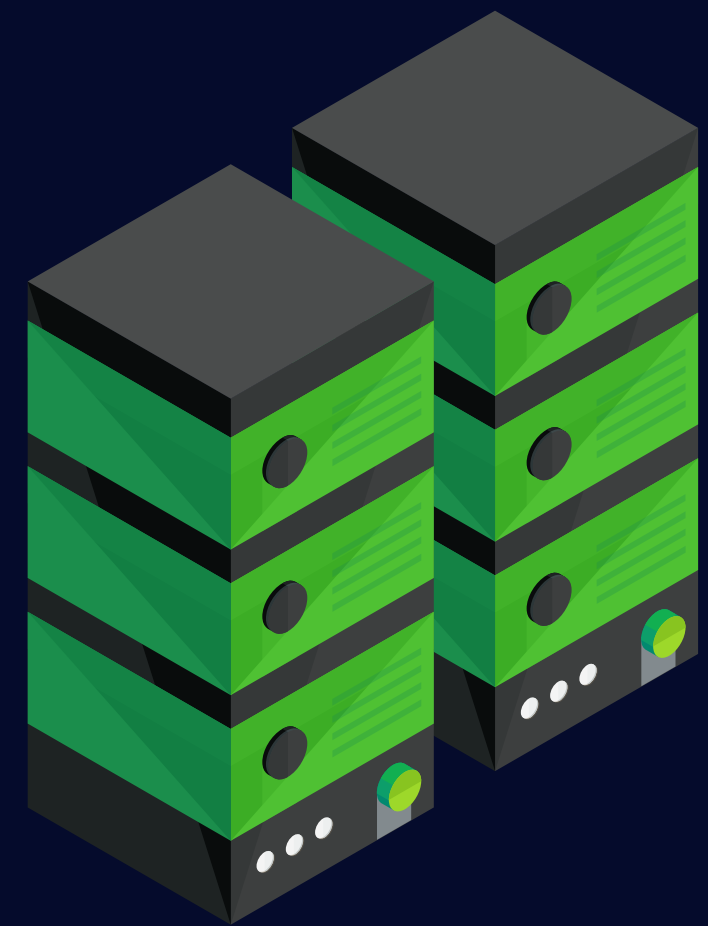
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### Syntax

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

# Callbacks







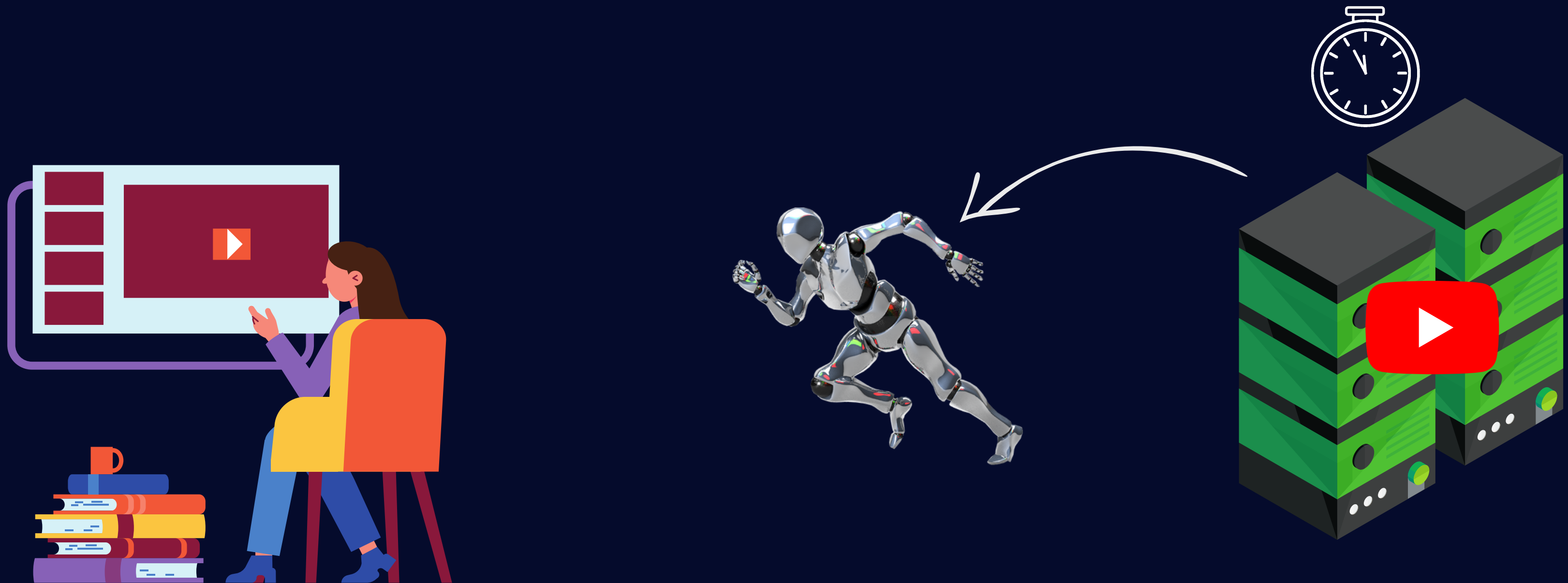
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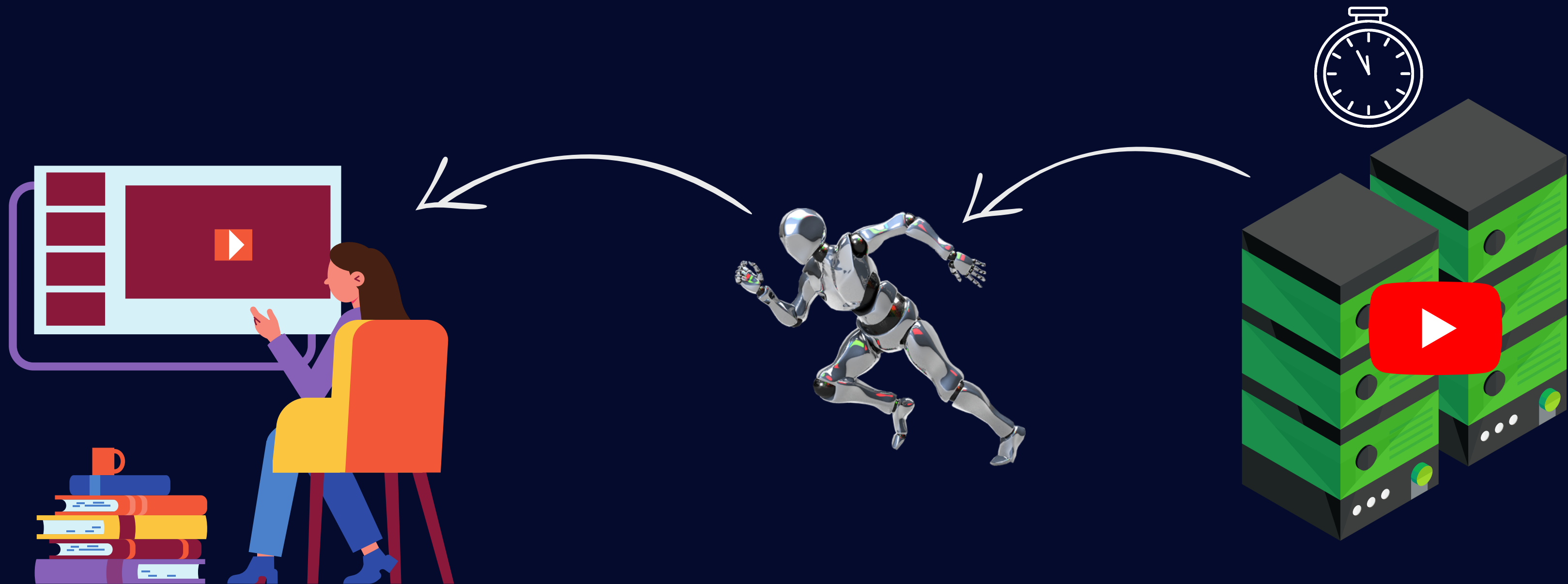


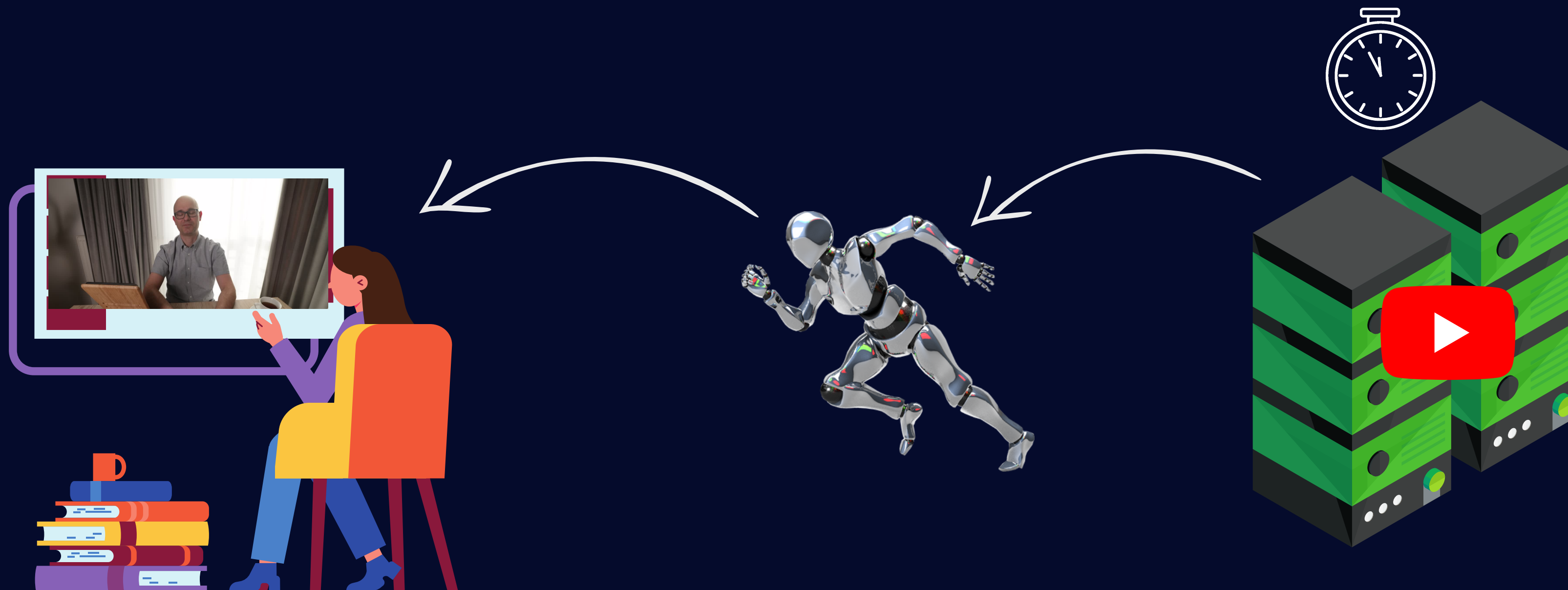
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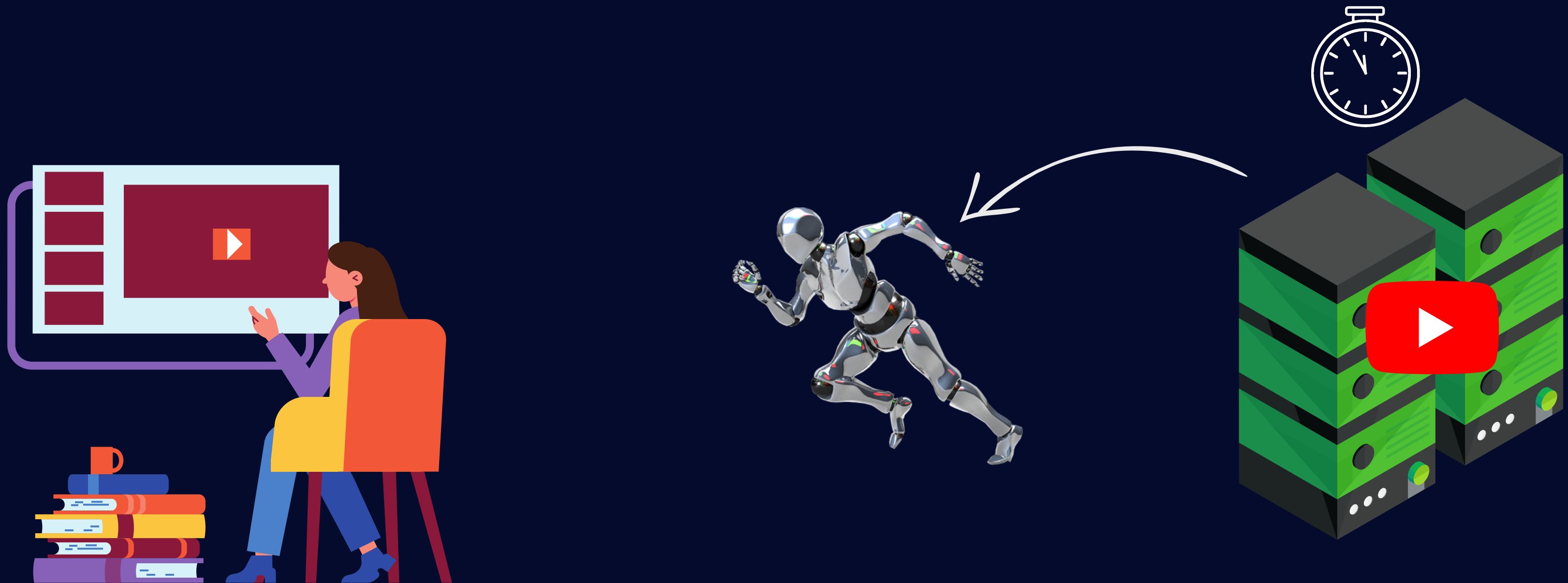














# Callbacks



# 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

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## 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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The values can be:

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- success (fulfilled)
- failure

# Facts about promises

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# Facts about promises

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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

# Async Programming

## 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

use await to wait for the promise to resolve.

