

ITI0205: Veebirakendused

# 05. Javascript. Vormid, andmed, XSS

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# Tänase loengu sisu

- Põhilised andmetüübid
- Javascripti kontrollstruktuurid
- Veeretame täringuid

# Andmetüübid

- Primitiivid
- Massiivid
- Objektid
- Funktsioon

# Primitiivid: String

## String

Tähtedest koosneva info esitamiseks

Vaata:

- [https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\\_Objects/String](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String) ja [https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Template\\_literals](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Template_literals)

# Primitiivid: Number

Numbrilise infor esitamiseks.

Vaata:

- [https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\\_Objects/Number](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Number)

# Null ja undefined

## Null

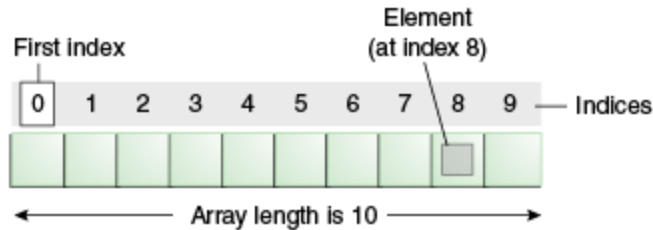
- tühi või puuduolev väärtus
- tuleb muutujale eraldi määrata
- tähendab 'mitte midagi'

## Undefined

- tähendab et muutuja ei ole määratud
- objekti kontekstis mitteeksisteerivad atribuudid

# Massiiv (Array)

Arrays are lists of any kind of data, including other arrays. Each item in the array has an index — a number — which can be used to retrieve an element from the array.



JavaScript objects are like a real life objects; they have properties and abilities. A JavaScript object is, in that sense, a collection of named properties and methods - a function. An object can be stored in a variable, and the properties and methods accessed using the dot syntax.

```
let jedi = {  
  name: "Yoda",  
  age: 899,  
  talk: function () { alert("another... Sky... walk..."); }  
};
```



Functions are reusable blocks of code that carry out a specific task. To execute the code in a function you call it. A function can be passed arguments to use, and a function may return a value to whatever called it.

```
var multiply = function (a, b) {  
  return a * b;  
};
```

**Klassid**

# Kontrollstrukturid

- if
- while
- do .. while
- for

# Aitab teooriast, veeretame täringuid :)

CSS Sprites: What They Are, Why They're Cool, and How To Use Them

<https://css-tricks.com/css-sprites/>

# Küsimused ja vastused

**Tänan!**

# Viiteid

- Javascript data types: <https://www.tutorialrepublic.com/javascript-tutorial/javascript-data-types.php>
- JavaScript — Null vs. Undefined: <https://codeburst.io/javascript-null-vs-undefined-20f955215a2>
- Sissejuhatud HTML5 API-desse. <https://www.creativebloq.com/html5/developer-s-guide-html5-apis-1122923>
- Javascript ES6: Classes [https://medium.com/@luke\\_smaki/javascript-es6-classes-8a34b0a6720a](https://medium.com/@luke_smaki/javascript-es6-classes-8a34b0a6720a)