

The javascript language

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Contents

I learnt javascript before the
⇒ advent of ajax and was
⇒ thinking about writing
another vim in javascript. A
⇒ truly strange project, but
⇒ hence this book.

VARIABLES

* clear a variable
>> lastinsert = '';

ARRAYS

* define a new array
>> var a = new Array();

* get an array of all <a> html
⇒ elements
>> var d = document.
⇒ getElementsByTagName('A');

* set a array element to be an
⇒ anonymous function
>> this.movements['E'] =
⇒ function(){this.endOfWord('E'
⇒ ');}

* set an array to a method
* this.movements['H'] = this.
⇒ topOfScreen;

STRING VARIABLES

* get the length of a string
>> var i = s.length;

* a function to check if a string
⇒ contain a space character
>> function hasSpace(s) { return
⇒ (s.indexOf(' ') == -1) ?
⇒ false : true; }

SUBSTITUTING AND REPLACING IN

⇒ STRINGS

* replace a pattern in a string

⇒ and assign the result
>> var t = s.replace(/[\.?!,:]*\$
⇒ /, "");

MATCHING PATTERNS

* check if a string matches a
⇒ pattern
>> if (s.match(/^[\r\n\t]*<.*>[
⇒ \r\n\t]*\$/)) return true

IF STATEMENT

>> if (z == -1) { x++; }

TERNARY OPERATOR

>> var d = (z > 2) ? -1 : 1;

FUNCTIONS

* define a function called 'f'
>> function name(f) { return f;
⇒ }

OBJECTS

It is possible to program in an
⇒ object oriented style
with javascript

* define a constructor
\begin{lstlisting}
function Editor(s)
{
 this.message = s;
}

* define a new class "Editor" with fields and methods

```
Editor.prototype =  
{  
    text: new Array(),  
    movements: new Object(),  
    nextChar: function()  
    {  
        return this.text[this.  
            ⇒ cursorRow].charAt(this.  
            ⇒ cursorCol);
```

} ,
}; ...