# Scripting and Syntax

DGLux5 script (DG Script) is a small scripting language that looks like JavaScript. Use it when a calculation or a piece of logic is easier to write as code than to build from dataflow blocks.

## Where You Can Use Script

- The Script block runs a script and puts the result on its **output** property.
- Table blocks run a short script for every row: Filter (**condition**), Column Mapping, Edit Rows and Remove Rows. See Scripts in table blocks.
- Binding paths use the same @ names as scripts. See Page Model.
- To run real browser JavaScript, use the JavaScript block instead.

A first script, in a Script block:

```
var total = 0;
for (var i = 1; i <= 10; i++) {
  total += i;
}
print("done");
return total;   // the block's output becomes 55
```

## Documentation

| Page | Contents |
|---|---|
| Language Basics | Syntax, statements, functions, types and operators, and how DG Script differs from JavaScript |
| Page Model | Reading and setting component values with @, creating bindings from script, and reusing scripts |
| Debugging | `print`, `printConsole`, error messages and profiling |
| Strings and Regular Expressions | String methods, regular expressions, encoding and hashing |
| Numbers and Math | Number conversion, `numberFormat` patterns, `Math` functions and constants |
| Dates and Times | `DateTime`, `dateFormat`, `dateParse`, date strings and format patterns |
| Lists and Maps | List methods, sorting, maps and `for…in` |
| JSON and XML | Parsing and creating JSON and XML |
| Tables | Reading and building DGLux5 tables, and scripts in table blocks |
| Model Functions | Creating, saving, moving and removing components and blocks from script |
| HTTP Requests and Browser Utilities | `fetchHttpUrl`, promises, blob URLs and calling browser JavaScript |

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| Examples | Longer worked examples |

See also:

- JS Widget Components: turn third-party JavaScript libraries into DGLux5 components (dglux5_js_lib on GitHub)
- Custom JS Components
- Using Custom div Elements

## Moved Sections

The sections that used to be on this page have moved:

- Differences from JavaScript and operators: Language Basics
- Page model and reusing scripts: Page Model
- Debugging: Debugging
- Strings: Strings and Regular Expressions
- Numbers and math: Numbers and Math
- Number format patterns: Number Format Patterns
- Dates and times: Dates and Times
- Date format patterns: Date Format Patterns
- Supported date strings: Date Strings
- Lists: Lists and Maps
- JSON and XML: JSON and XML
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