const arr = [10, 12, 15, 21];

for (var  i = 0; i < arr.length; i++) {

  setTimeout(function() {

       console.log('Index: ' + i + ', element: ' + arr[i]);

   }, 0);

}

for (var  i = 0; i < arr.length; i++) {

        console.log('Index: ' + i + ');

   }

Output:

Index: 4, element: undefined

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Let a=4;

Const b = 3;

Const c ={name: ‘Mayank’}

a=5

b=”Mudit”

c[name]=”Something”

console.log(a, b, c)

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

function b() {

     a = 10;

    return;

   }

b();

console.log(a);

\*\*\*\*\*\*\*\*\*\*\*\*\*

COunt no. of zeroes

//100

Function countZeroes(n) {

  var result=0;

  while(n!==0){

result += (n%10  === 0);

n--;

  }

return result;

}

\*\*\*\*\*\*\*\*\*\*\*\*

var user1 = {name : “A”, class: “b”};

var user2 = {name : “A”, class: “b”}; // Object.create(user1);

var eq = user1 == user2;

console.log(eq)

for(var key in user1){  
 if(users1[key] !== user2[key]){

Return false;

} else {

Return true;  
}

}

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Function tobecalled(){  
 console.log(“debounce function”);  
}

var a = setTimeOut(tobecalled, 3000);

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Let abc = [1,2,3,4];

[a,b,c,d] = abc;

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

let [a, b, ...rest] = ["Julius", "Caesar", "Consul", "of the Roman Republic"];

console.log(a); // “Julius”

console.log(b); // “Caesar

console.log(rest[0]); //Consul

console.log(rest[1]); // of the Roman Republic

console.log(rest.length); // 2

\*\*\*\*\*\*\*\*

this.setState({

Name: ‘Mayank’})

Const { name } = this.state

console.log(Name)

\*\*\*\*\*\*\*\*\*\*\*\*

constructor(){

This.state = { counter:0};  
}

shouldComponentUpdate(nextProps, nextState, nextContext){

setInterval(function(){

 this.setState(  
}

componentDidUpdate(){  
 setTimeout(function(){  
 this.setstate({  
 Counter: counter+1;  
 });  
 });  
}