

# JavaScript

- it is a scripting language
- it object oriented language
- it functional language

## variable

- it is a placeholder to store a value in memory
- it is mutable
- let and var are used to declare variable
- const is also used to declare variable e.g :

```
let number=11;
var firstName="rayn"
const cars= ['i20','i10','creta']
```

## pre-defined objects

- console
  - object that represents browser console
  - method:
    - log(): used to print the message on the browser console
    - info()
    - warn()
    - error()
- window
  - it represents the browser's window (UI)
  - methods:
    - alert()
    - prompt()
    - confirm()

## pop ups

- alert e.g: alert("this is an alert")
- confirm e.g:

```
const result = confirm("do you want to submit")
if(result){
    console.log("hello world")
}
else{
    console.log("bye bye")
}
```

## pre-defined value

- undefined
- NaN

e.g

```
const price = 100;

const firstName = "rayn";

const result= price * firstName

console.log(price + firstName)

console.log("🚀 ~ file: day14.js ~ line 8 ~ result", result)
```

- infinity e.g:

```
let a=10;
let b=0;

console.log(10/0)
```

## data types

- number e.g:

```
````javascript
  let a=10;
  console.log("🚀 ~ file: day14.js ~ line 15 ~ a", typeof(a))
````
```

- string
- boolean

## operators

- addition (+)
- division (/)
- multiplication (\*)

## comparison operators

- double equal to (==)
- triple equal to (===)
- not equal to (!=)
- not equal to (!==)

## function

- block of code which can be reused
- types:
  - empty function:
  - parameterless function
  - parameterized function