JAVASCRIPT KICKSTART JAM

for members

#Day-1

Aman Singour

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#OVERVIEW

1. JavaScript is a programming language

2. JavaScript is Interpreted

   a. Each browser has its own JavaScript engine, which either interprets the code, or uses some sort of lazy compilation

      - V8: Chrome and Node.js

      - SpiderMonkey: Firefox

      - JavaScriptCore: Safari

      - Chakra: Microsoft Edge/IE

   b. They each implement the ECMAScript standard, but may differ for anything not defined by the standard

3. JavaScript is ECMAScript(...,ES6, ES7)

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#WWW

- **Why?**

  To build -

    - Web Applications

    - Server Applications

    - Games

    - Mobile Apps

- **When?**

- **Where?**

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#WWW

- **Why?**

- **When?**

    - Dynamic Content on Website

    - Client side functions

    - Animate your website

    - Attractive mobile applications
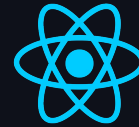
    - Native mobile applications

- **Where?**

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#WWW

- **Why?**
- **When?**
- **Where?**

  - In web application

  - In mobile application

  - In desktop application

  - In ML application

React Native

TensorFlow.js

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#WHERE

1. **In website -**
   - Inside <head>
   - Inside <body>
   - External

2. **In mobile app -**
   - React Native

3. **In desktop app -**
   - Electron JS

React Native

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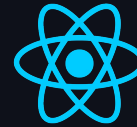
#SYNTAX

```javascript
const firstName = "Aman"
 const lastName = 'Singour'
var greet = "Good Morning"
const bio = [function() { console.log(greet) }, "I'm "+firstName+" "+lastName,
'Student', 20, true]


// This is comment
for (let i = 0; i < bio.length; i++) {


    if(typeof(bio[i]) === 'function')
        console.log(bio[i](), "|", typeof(bio[i]));
    else
        console.log(bio[i], "|", typeof(bio[i]));


}
```

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#VLC(var, let, const)

1. **var**

   - Change Value

   - Change Type

2. **let**

   - Change Value

3. **const**

   - Nothing to do

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#TYPES

1. **Dynamic typing**

2. **Primitive types**

   - undefined

   - null

   - boolean

   - number

   - string

3. **Objects**

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#PROJECT

- Make count down timer
  a. Use Date() method
  b. Try var, let, const for to store new date
  c. Use JavaScript Dom to render html elements
  d. Use css class to make your web app attractive

  - Methods that you will use
    - document.getElementById()
    - document.createElement()
    - element.appendChild()
    - Date()
    - element.className

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