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JavaScript

1) What is JS :-

1. Javascript is a client (Browser) Side programming language / scripting language

2. It is an open Saurce (free to Access)

3. Case Sensitive (a A)

4. Interpreted :- If syntax wise, it is not correct, then it will show errors, those errors will be Captured and displaced. This is called interpreted.

2) Usage

- To develop the functionality in. giving the solution to the client.

- The js is used to create / develop the functionality which it Can be used either in web App, Game development, App development.

- Expected instant or immediate results at client Side

3) feature of Js :-

1) DOM (Document : referring to all html Selectors, object : way of executing your program Model.

2) Inputing / outputing the data through html Selectors.

3. Data : Any value

4. Doing the process and giving the output.

④ Limitations / disadvantages.
  1) No security for logic.

→ Displaying the data or output.

  Syntax :   document.write(...); ← calculated internally

    ; - It is called as delimiter.
                                          (stop)

→ Data types :

  - The type of data where the user is
    either inputing or we are getting the
    output.
  - primitive and   abstract (non-primitive).
         ↓   ↓

Number (0 to ±9)	Array
String	function.
Boolean	object.

→ There are two ways to implement javascript into html :
   1) embeded .   2) external.

< ! DOCTYPE html >
   <html lang = "en" >

      < head >
            < link href = " ___ .css " type=" " rel=" " >
            < style type = " text/css" >

            </style>
external,
   → <script type = "text/javascript" src=" ___ .js" > </script
embeded   { < script type = " text/javascript" >
   (1) ←   { </script>

      </head>

      < body >
            < div class = " container" >
               < div class = "row" >
                  < div class = " cal-sm-12" >
embeded (2) ←   { < script type = "text/javascript" >
                           { </script>

      </ body ></div> </div> </div>