

04 July, 2021

JS - Day 03

var	let	const
1) <u>Can be</u> Redeclared eg var num1 = 37; Let num1 = 43; or var num1 = 43;	1) <u>Can not be</u> Redeclared. eg. var let num1 = 37; X Let num1 = 37;	1) <u>Can't be</u> Redeclared 2) <u>Can't</u> Reassign the value.
2) Value <u>Can be</u> Reassigned. or in simple terms, we can update the value of an identifier.	2) Value <u>Can</u> be Reassigned.	
3) <u>Can declare</u> the Identifier <u>with NO</u> Value.	<u>Can declare</u> with <u>NO</u> Value	<u>Can't declare</u> without value.

Operators :-

- 1) Arithmetic : +, -, /, *, %, (binary operators)
++, --, (unary oper) (increment/decrement).
- 2) Assignment : +=, -=, *=, /=, %=
- 3) Comparison : ==, !=, ===, !==, <, >, <=, >=
- 4) Conditional (Ternary) : () ? — : —
operators
- 5) Logical operators : &&, ||, !

① Arithmetic

eg document.write (" the value of val = (num1

close open close open close

[" + num1 + "] + num2 [" + num2 +

open close

"]); "

Increment And decreament

$$\rightarrow ++c; \quad \rightarrow c = (1+c)$$
$$c++ \rightarrow c = (c+1)$$
$$-c; \rightarrow c = (1 - c)$$
$$C \rightarrow C = (C - 1)$$

→ -ve value (Ans) will be converted to the value automatically

② Assignment :-

$$\begin{aligned} \text{numb1} + &= \text{numb2}; \rightarrow \text{numb1} = (\text{numb1} + \\ \text{numb1} + &= 2; \rightarrow \text{numb1} = \text{numb1} + 2 \end{aligned}$$
$$\text{numb1} += 2; \rightarrow \text{numb1} = \text{numb1} + 2$$

eg. let num 1 = 2;

number $t = 4$;

document.write(mem1); → Ans

$$\text{memb1} = 2 + 4$$
$$= 6$$

↓
6

③ Comparison :-

```
let x = 4;  
let y = '4';  
let z = 4.0;  
let d = false;
```

```
document.write ( "type of x" ); → number  
" " ( " y" ); → string  
" " ( " z" ); → number.
```

- *① `d = (x == y);`
`document.write (d);` → true
(∵ only value should be same in ==)
- *② `d = (x === y);`
`document.write (d);` → false
(∵ value and type both should be same in ===)

* we have given `let d = false` that's why *① and *② are working, if you would have given `const d = false`, then they will not work since, ~~if const can't be~~ in const, value cannot be reassigned or updated.

④ Conditional operator.

$d = (x > z) ? \text{" " : " "};$

Condition

↑
if condition is true show this

↑
if condition is false show this.

document.write (d);