Javascript

Functions()

```
function function_name(parameters){

return 0;
}
```

class

```
var -> keyword used to declare a variable
var variable_name;
var n1="sunbeam"
```

#Data Type
1. number
2. string
3. boolean
4. object
5. undefined

values
1. Infinity
2. NaN
3. null
4. undefined

```
function f1(){

}

function f1(n1,n2){

}

f1();
f1(10)
f1(10,20)
f1(10,20,30)
```

C Programming

```
struct Person{

string name;
int age;
string mobile;

}

int main(){
struct Person p1;
struct Person p2;
struct Person p3;

p1.name = "Anil"
p1.age = 30
p1.mobile = "9746254388"
}
```

CPP

```
class Person{

string name;
int age;
string mobile;

Person(string name, int age, string mobile) // internal pointer {
this->name = name;
this->age = age;
this->mobile = mobile;
}

}

int main(){
Person p1;
Person p2("Mukesh",32,"8844363726");
Person *ptr = new Person("Ramesh",35,"8764524364");

p1.name = "Anil"
p1.age = 30
p1.mobile = "9746254388"
}
```

Creating Object in JS
- Their are 3 ways of creating the object in Java Script
1. Object literal
2. using new
3. using constructor function

Object
- Objects consists of
1. properties
2. methods

```
var p1 = 10; // variable

var p1= new Object(); // object
```

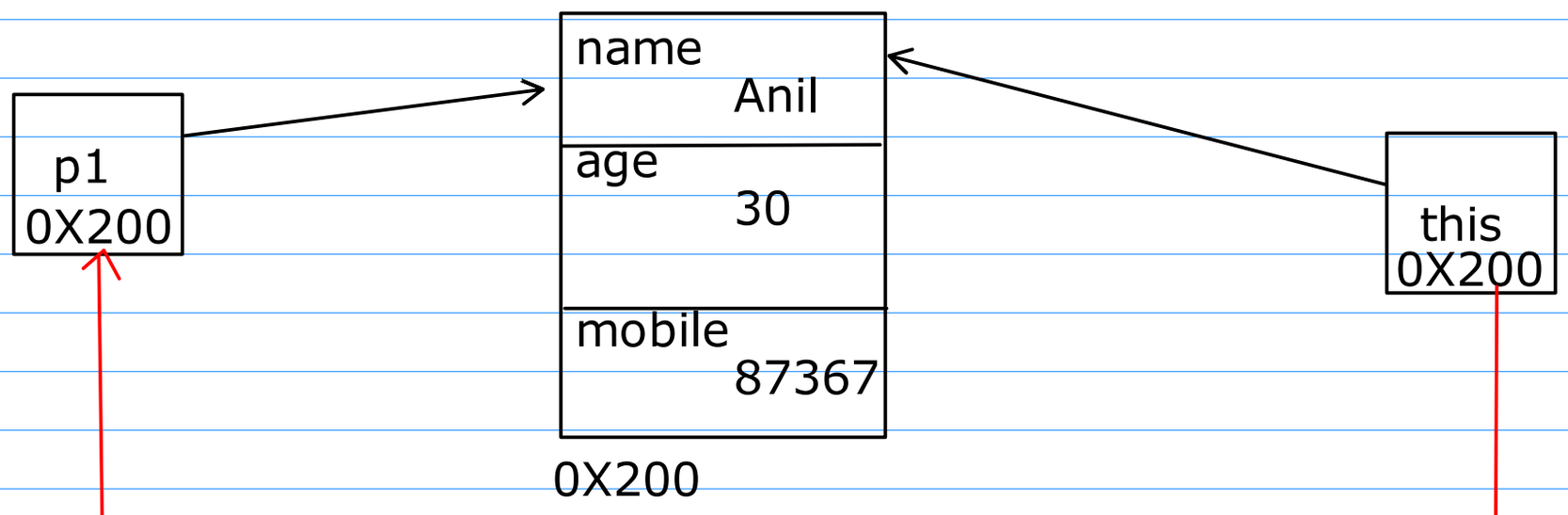
In C and CPP
```
// variable
datatype identifier;

//variable
fundamentalType identifier;

//Object
UserDefinedType identifier;

//Pointer
datatype *identifier;
```

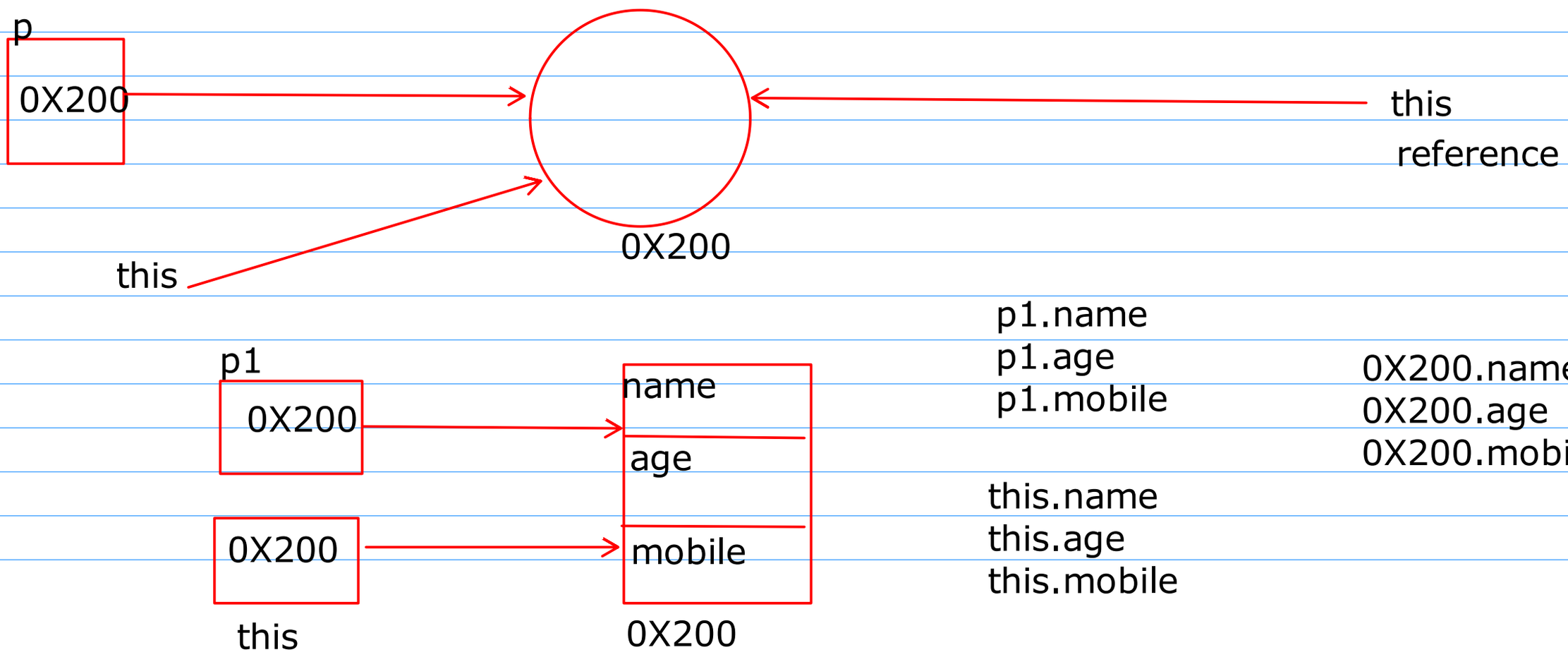
```
Point p1;
p1()
// function call operator()
overloading
```



var p1 = new Person()

this
Person *p = new Person(); // Person(0X200)

var p = new Person()//Person(0X200)



p1.name
p1.age
p1.mobile

this.name
this.age
this.mobile

0X200.name
0X200.age
0X200.mobile

reference .

```
var p1 = {}
p1.                                    this
var p1 = new Object()
p1.
var p1 = new Person(Anil)
```

CPP

```
void f1(int n1,int n2){

}

void f2(string name){

}

void f1(double n1){

}
```

JS

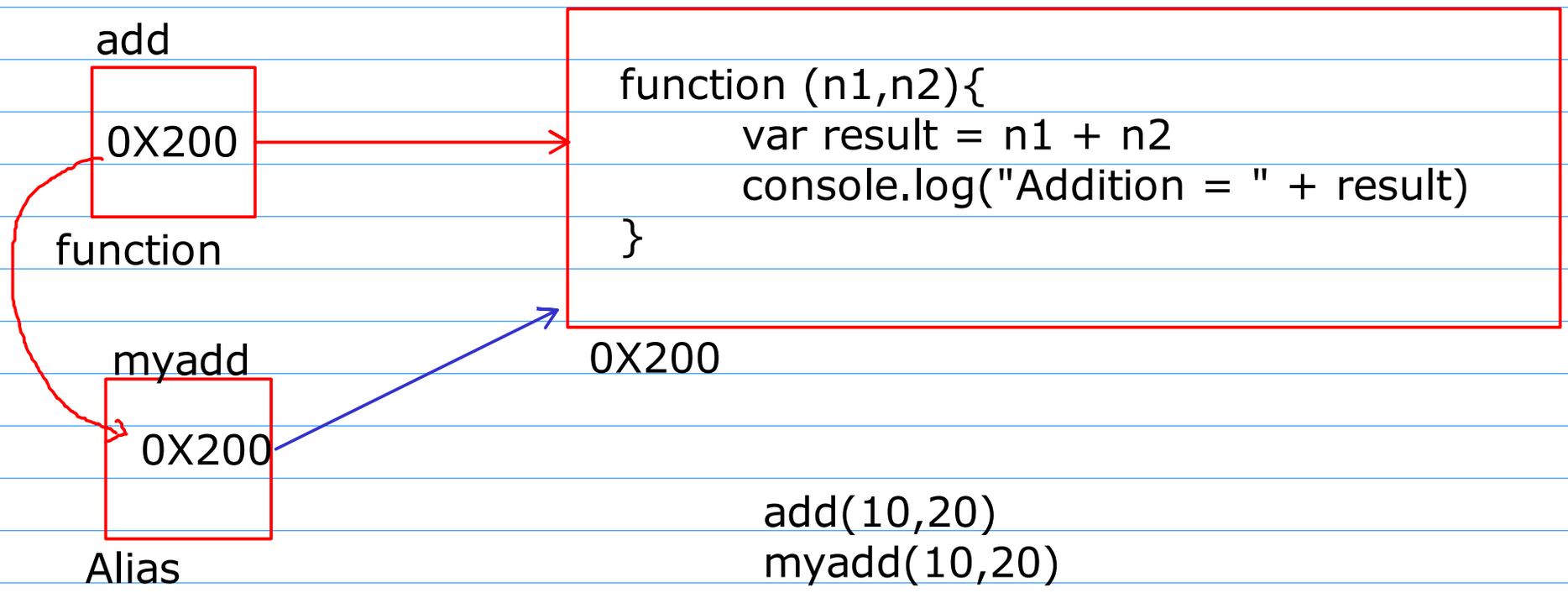
```
function f1(){

}

function f2(p){
// logic????
}

f2(10)
f2("sunbeam")
f2(null)
var e1 = new Employee(1,"Anil",10000)
f2(e1)
```

Function Alias




```
add(10,20)
myadd(10,20)
```

```
class Person{
string name;
string mobile;

void accept();
void display();
}


class Employee:public Person
{

}
```

```
Person *p = new Employee()//
```