22/05/2021

DATA TYPES → Nature of
_____ × _____ data.
(which will be
stored)

(i) Primitive Datatype
(ii) Non primitive ("reference)

Javascript → dynamic type
There is no need to language.
specify datatype,,

(i) Number → digits.. " " Raju
(ii) String. → (ii) "Raju"
(iii) Boolean → True / false.
(iv) Null → empty , non existent

Non primitive → (i) object reference

(ii) Array →
(iii) RegExp → Regular Expression.

Variable → which vary.

user defined → temporary memory location → etc are are used to store values.

name.

a = 10
b = 20
c = a + b
b = 5++
b = c + b.

Rules
digit, alphabet
underscore

Case sensitive
name ≠ NAME. ; Keywords are not used as
Name (a variable name.

Declaration of Variable.

Syntax :- Var, Variable name := Value

Var name = "Rajni"

Or Var name
name = "Rajni"

#
*

Operators → perform operations.

① Arithmetic Operators → +, -, *, /, % ,
++, --

② Comparision Operators → == Equal to
!= Not eq. to
>, < >= <=

③ Logical Operators → && And.
|| or. → pipe symbol
! Not.

④ String Operators → + (Combine / Merge).

S1 = "Ram"
S2 = "Kumar"
S3 = S1 + S2

(Concatenation operators.)

(5) Assignment operation → to assign value to
= a variable.

(6) bitwise operators → & |, ~, ^, << >>

(7) Special operator (1) Conditional operator
if...else... Teguary. ?
:

~Variablename = (Condition) ? Value1 : Value2)
larger = (a > b) ? a : b ;

(8) typeof operator typeof "Ravi" → string
typeof 4.25 → Number
typeof false → Boolean.

document.write (typeof "Ravi")

(9) delete operator → delete a property from
eg. an object.

var emp = {firstName: "Amit", lastName: "Kumar",
age: 25 };
delete emp.age;

(10) IN operator
var emp = {firstName: "Amit", lastName: "Kumar",
age: 25 };
"firstName" in emp → True.

(11) Void operator —

(12) new operator — creates an instance.
(object).

(13) instanceof operator.
(1) var cars = ["Honda", "Ford", "BMW"].
cars instanceof Array → True

Confirm :→ dialog box | if .....

OK CANCEL

True. FALSE.

if (confirm ("Do You wish to Continue, YES, No"))
{
    document.write ("Continue it")
}
else
{
    document.write ("No Don't want to Continue")
}

Do Y-

True OK   CANCEL →false