Random Number Generation:-

→ var n = Math.random();

→ Generates random number with 16 decimal place number. between 0 - 0.99999....

Sample dice game.

var n = Math.random();
n = n*6;
n = Math.floor(n) + 1;
console.log(n);

Control statements using if-else Conditions and logic:-

→ Controlling the flow of the code depending upon the current situation.

Syntax:-

~~if (a == 0000)~~

```
if (condition) {
        // do something;
}
else {
        // do something;
}
```

Example:-

```
if (a === 1) {
        console.log ("lights on");
}
else {
        console.log ("lights off");
}
```

→ Range conditions :- (a > 1) etc..

Comparators:-

===   Is equal to

!==   Is not equal to

>   is greater than

<   is lesser than

>=   is greater or equal to

<=   is lesser or equal to

==   checks also the quality.   "1" == 1 => True.

Combining different conditions :-

    && → AND → Both condition True - O/P = True

    || → or → O/P = True either 1 is true.

    ! → NOT → opposite.

Arrays in Js :-

→ Collection of Something.

=> var a = ["arwin", 20, 06, 2004, "B.Tech"];

var my/dame = a[1];

a.length;

checking list. => if a.includes ("arwin") {
    // do something;
}

=> var output = []; } adding elements in list.

output.push(1);

output.pop (1); → Removing elements from the list.

Control statements : while loops :-

Syntax :-

```
while (Something is true) {
    // do something
}
```

Example :-

~~while~~

```
var i = 1;
while (i < 2) {
    console.log ("Eat, code, sleep, repeat");
    i++;
}
```

→ while loop is an infinite loop.

For loops:-

→ finite loop [range is given]

syntax:- starting/ending condition.

for ($i = 0$; $i < 2$; $i++$) {

    // do something ;

}

→ Iteration.