

# JavaScript: The Language of the Web

JavaScript is a powerful and versatile programming language that brings interactivity and dynamism to the web. It's used to create everything from simple animations and interactive forms to complex web applications and games.

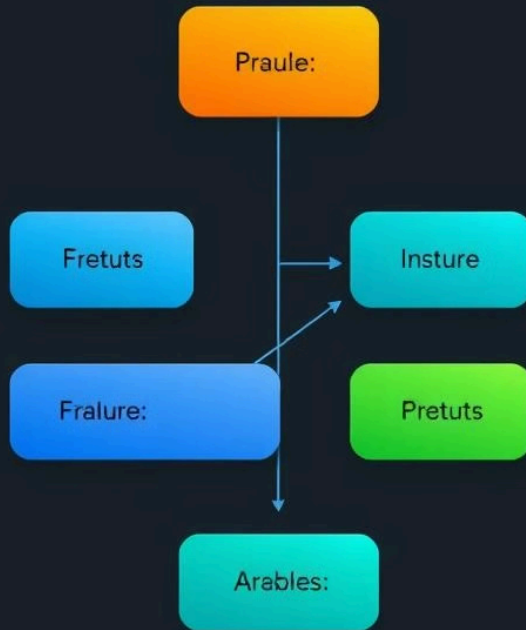
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# What is JavaScript?

JavaScript is a scripting language that runs in web browsers. It allows web developers to add dynamic behavior to websites, making them more engaging and interactive.

JavaScript is not the same as Java, though they share a similar name. JavaScript is a lightweight and flexible language designed for web development.



# Variables and Data Types

## Variables

Variables are containers that store data. They can hold different types of information, such as numbers, text, or Boolean values.

## Data Types

JavaScript has several built-in data types, including strings, numbers, booleans, arrays, and objects.

# Control Flow and Conditional Statements

Control flow determines the order in which code is executed. Conditional statements allow you to execute different blocks of code based on specific conditions.

Examples of conditional statements include if, else if, and else statements. These statements allow you to create branching logic within your code.



# Functions and Scope

1

## Functions

Functions are reusable blocks of code that perform specific tasks.

2

## Scope

Scope defines the visibility and accessibility of variables and functions within different parts of your code.

# Arrays and Objects

Arrays are ordered lists of items. They can hold multiple values of the same or different data types.

Objects are collections of key-value pairs. They allow you to store and organize data in a more structured way.

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# DOM Manipulation



## Document Object Model (DOM)

The DOM is a tree-like representation of the HTML structure of a web page. It allows JavaScript to access and manipulate the elements of a page.

# Asynchronous JavaScript and Promises



1

## Asynchronous Operations

Some JavaScript operations, such as network requests, can take time to complete. Asynchronous programming allows you to handle these operations without blocking the execution of other code.

2

## Promises

Promises are objects that represent the eventual result of an asynchronous operation. They provide a way to handle the success or failure of these operations.