**Lecture 01**

* var n=Math.random() generates a 16 digit decimal random number btw 0 – 0.999999999999999
* since math.random() gives you a decimal number you Multiply it to the upper bound of the range you have and add 1 incase you don’t want 0 to be part of the range.

**Lecture 02**

* if else statement is pretty much the same in Javascript as it is in c. the only difference is that we use === instead of == since javascript also validates the data type.
* !== is used to not equal to.
* && is used for “AND “|| is for “OR”.

**Lecture 03**

* Array.includes(index) returns true of false depending on whether the value exists in the array or not.

**Lecture 04**

**Lecture 06**

**Lecture 07**

* When you use push and pop functions on the array, they push and pop values from the end of the array respectively.

**Lecture 08**

**Lecture 10**