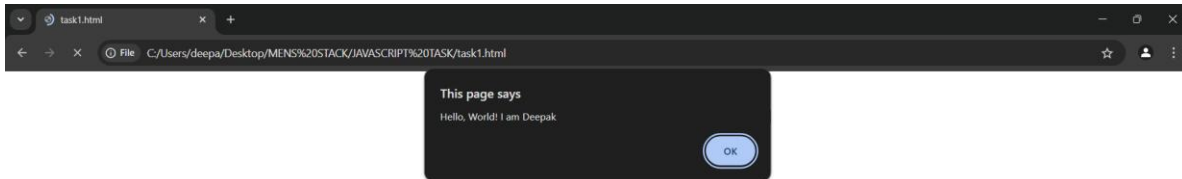


Task 1: Write a simple script that displays “Hello, World!” on the web page using an alert box

```
<html>
  <head>
</head>
  <body>
    <script>
      window.alert("Hello, World! I am Deepak")
    </script>
  </body>
</html>
```

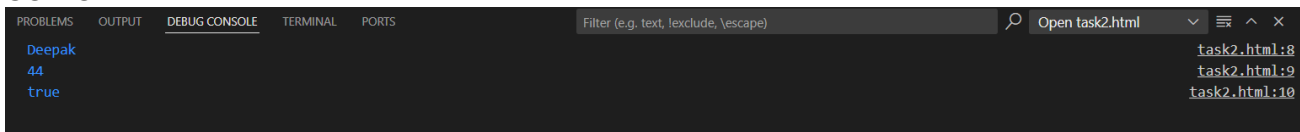
OUTPUT



Task 2: Experiment with different data types in JavaScript (e.g., string, number, boolean) by declaring and logging them in the console.

```
<html>
  <head></head>
  <body>
    <script>
      let a = "Deepak"
      let b = 44
      let c = true;
      console.log(a);
      console.log(b);
      console.log(c);
    </script>
  </body>
</html>
```

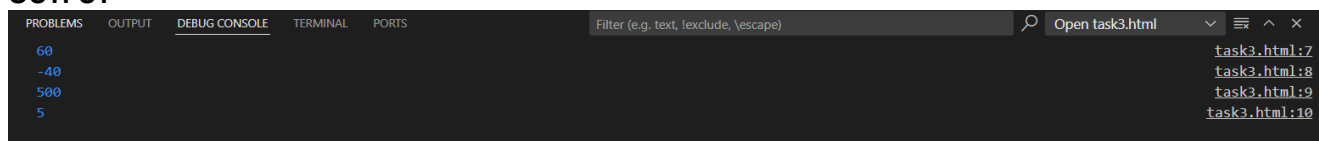
OUTPUT



Task 3: Use the console to perform basic math operations like addition, subtraction, multiplication, and division.

```
<html>
  <head></head>
  <body>
    <script>
      let a = 10;
      let b = 50;
      console.log(a+b);
      console.log(a-b);
      console.log(a*b);
      console.log(b/a);
    </script>
  </body>
</html>
```

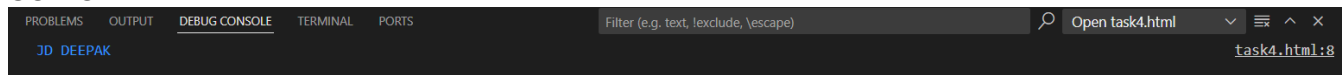
OUTPUT



Task 4: Declare two strings and concatenate them using the + operator.

```
<html>
  <head></head>
  <body>
    <script>
      let a = "JD";
      let b = "DEEPAK";
      let c = a+" "+b;
      console.log(c);
    </script>
  </body>
</html>
```

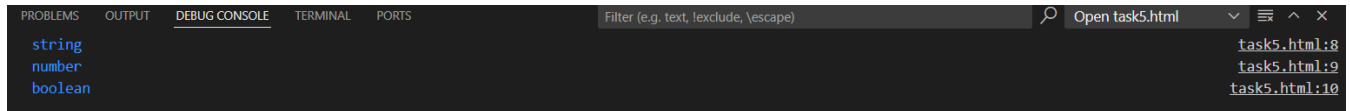
OUTPUT



Task 5: Use the typeof operator to check the data type of various variables.

```
<html>
  <head></head>
  <body>
    <script>
      let a = "Deepak"
      let b = 44
      let c = true;
      console.log(typeof a);
      console.log(typeof b);
      console.log(typeof c);
    </script>
  </body>
</html>
```

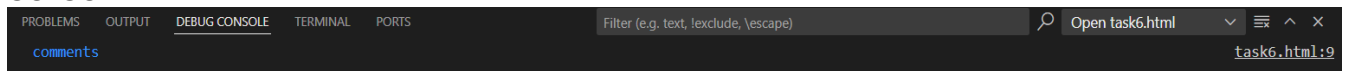
OUTPUT



Task 6: Write a multi-line JavaScript comment and a single-line comment. Explain the difference.

```
<html>
  <head></head>
  <body>
    <script>
      //single line comment
      /* multi
      line
      comment*/
      console.log("comments");
    </script>
  </body>
</html>
```

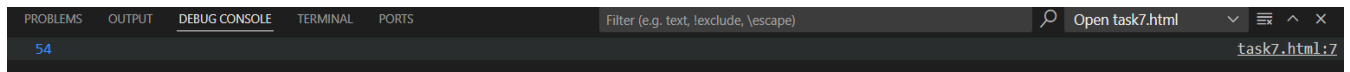
OUTOUT



Task 7: Create a script with both semicolon-separated and not separated lines. Note any differences in behavior.

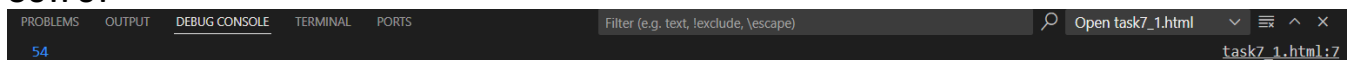
```
<html>
  <head></head>
  <body>
    <script>
      let a = 10;
      let b = 44;
      console.log(a+b);
    </script>
  </body>
</html>
```

OUTPUT



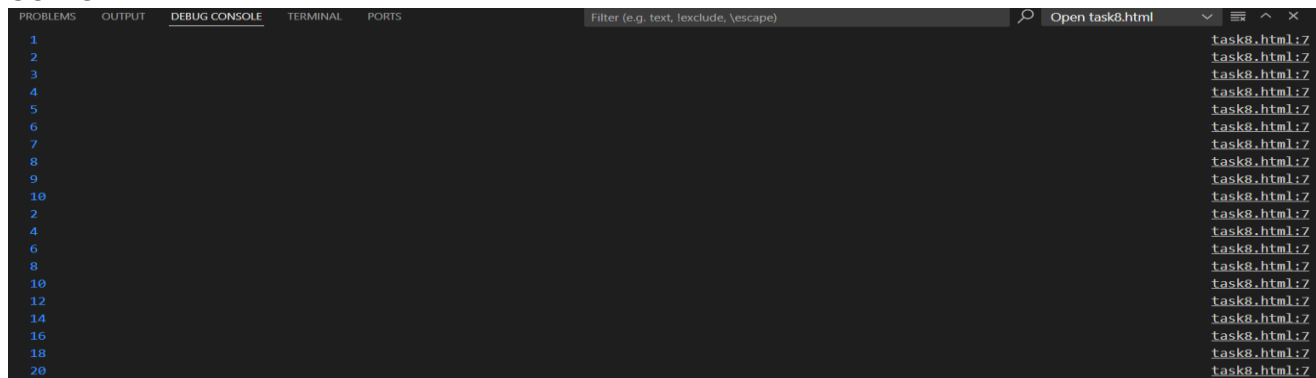
```
<html>
  <head></head>
  <body>
    <script>
      let a = 10
      let b = 44
      console.log(a+b)
    </script>
  </body>
</html>
```

OUTPUT

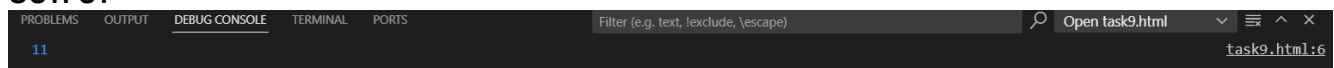


Task 8: Use proper indentation to format a nested loop.

```
<html>
  <head></head>
  <body>
    <script>
      for(let i =1;i<3;i++){
        for(let j =1;j<11;j++){
          console.log(j*i);
        }
      }
    </script>
  </body>
</html>
```

OUTPUT**Task 9: Declare multiple variables in a single line.**

```
<html>
  <head></head>
  <body>
    <script>
      let a = 7, b = 4;
      console.log(a+b);
    </script>
  </body>
</html>
```

OUTPUT**Task 10: Place a script tag at the top and bottom of an HTML document. Note any differences in behavior.**

```
<html>
  <head></head>
  <body>
    <script>
      let a = "DEEPAK";
      document.getElementById("para1").innerHTML = a;
    </script>
    <p id = "para1">HIIII HELLOOOO</p>
  </body>
</html>
```

OUTPUT



```
<html>
  <head></head>
  <body>
    <p id = "para1">HIIII HELLOOO</p>
    <script>
      let a = "DEEPAK";
      document.getElementById("para1").innerHTML = a;
    </script>
  </body>
</html>
```

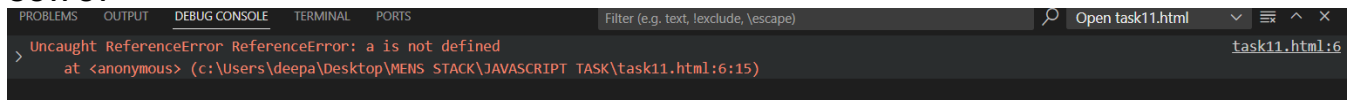
OUTPUT



Task 11: Write a script without using “use strict” and try to assign a value to an undeclared variable. Note the result.

```
<html>
  <head></head>
  <body>
    <script>
      "use strict"
      a = 10;
      console.log(a);
    </script>
  </body>
</html>
```

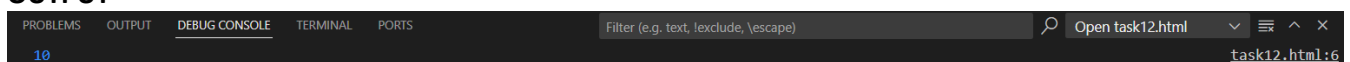
OUTPUT



Task 12: Enable “use strict” mode and repeat the above action, noting the difference.

```
<html>
  <head></head>
  <body>
    <script>
      a = 10;
      console.log(a);
    </script>
  </body>
</html>
```

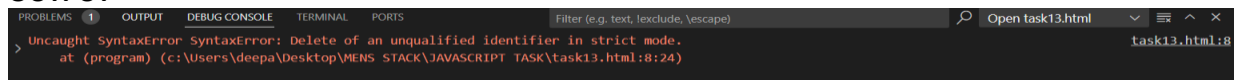
OUTPUT



Task 13: In “use strict” mode, try to delete a variable, function, or function parameter.

```
<html>
  <head></head>
  <body>
    <script>
      "use strict"
      var a = 10;
      function function1(val1){
        delete x;
      }
      console.log(x);
    </script>
  </body>
</html>
```

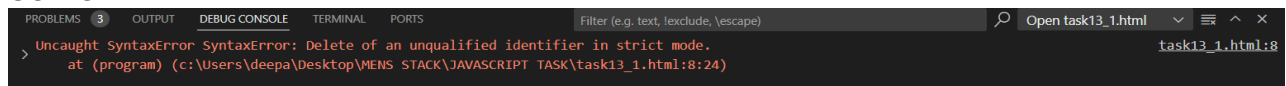
OUTPUT



The screenshot shows a web browser's developer console with the 'PROBLEMS' tab selected. It displays a red error message: 'Uncaught SyntaxError: Delete of an unqualified identifier in strict mode.' The error is located at 'task13.html:8' in the file 'c:\Users\deepa\Desktop\MENS STACK\JAVASCRIPT TASK\task13.html:8:24'.

```
<html>
  <head></head>
  <body>
    <script>
      "use strict"
      var a = 10;
      function function1(val1){
        delete function1;
      }
      console.log(x);
    </script>
  </body>
</html>
```

OUTPUT



The screenshot shows a web browser's developer console with the 'PROBLEMS' tab selected. It displays a red error message: 'Uncaught SyntaxError: Delete of an unqualified identifier in strict mode.' The error is located at 'task13_1.html:8' in the file 'c:\Users\deepa\Desktop\MENS STACK\JAVASCRIPT TASK\task13_1.html:8:24'.

```
<html>
  <head></head>
  <body>
    <script>
      "use strict"
      var a = 10;
      function function1(val1){
        delete val1;
        return val1;
      }
      var result = function1(6);
      console.log(result);
    </script>
  </body>
</html>
```

OUTPUT

```
PROBLEMS 3 OUTPUT DEBUG CONSOLE TERMINAL PORTS Filter (e.g. text, lexclude, \escape) Open task13_2.html task13_2.html:8
> Uncaught SyntaxError: SyntaxError: Delete of an unqualified identifier in strict mode.
  at (program) (c:\Users\deepa\Desktop\MENS STACK\JAVASCRIPT TASK\task13_2.html:8:24)
```

Task 14: Assign a value to an undeclared variable without “use strict” and then with “use strict”.

```
<html>
  <head></head>
  <body>
    <script>
      a = 10;
      console.log(a);
      "use strict"
    </script>
  </body>
</html>
```

OUTPUT

```
PROBLEMS 3 OUTPUT DEBUG CONSOLE TERMINAL PORTS Filter (e.g. text, lexclude, \escape) Open task14.html task14.html:6
10
```

Task 15: Declare a variable with a reserved keyword in “use strict” mode.

```
<html>
  <head></head>
  <body>
    <script>
      "use strict"
      var break = 20;
      console.log(break);
    </script>
  </body>
</html>
```

OUTPUT

```
PROBLEMS 7 OUTPUT DEBUG CONSOLE TERMINAL PORTS Filter (e.g. text, lexclude, \escape) Open task15.html task15.html:6
> Uncaught SyntaxError: SyntaxError: Unexpected token 'break'
  at (program) (c:\Users\deepa\Desktop\MENS STACK\JAVASCRIPT TASK\task15.html:6:17)
```

Task 16: Declare variables using let, const, and var. Discuss when each should be used.

```
<html>
  <head></head>
  <body>
    <script>
      let a = 10;
      var b = "DEEPAK";
      const pi = 3.14;
      console.log(a+" "+b+" "+pi);
    </script>
  </body>
</html>
```

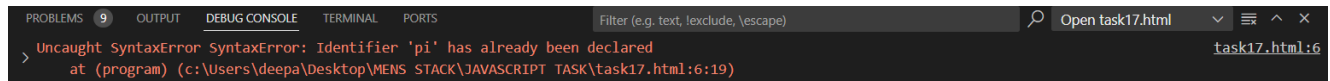
OUTPUT

```
PROBLEMS 7 OUTPUT DEBUG CONSOLE TERMINAL PORTS Filter (e.g. text, lexclude, \escape) Open task16.html task16.html:8
10 DEEPAK 3.14
```

Task 17: Attempt to reassign a const variable and observe the result.

```
<html>
  <head></head>
  <body>
    <script>
      const pi = 3.14;
      const pi = 3;
      console.log(pi);
    </script>
  </body>
</html>
```

OUTPUT

A screenshot of the VS Code output window showing a syntax error. The error message is "Uncaught SyntaxError: Identifier 'pi' has already been declared" at line 6, column 19 of task17.html. The stack trace shows the error occurred in the program at the specified location.

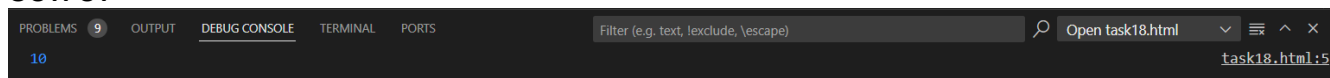
PROBLEMS 9 OUTPUT DEBUG CONSOLE TERMINAL PORTS Filter (e.g. text, \exclude, \escape) Open task17.html task17.html:6

> Uncaught SyntaxError SyntaxError: Identifier 'pi' has already been declared
at (program) (c:\Users\deepa\Desktop\MENS STACK\JAVASCRIPT TASK\task17.html:6:19)

Task 18: Declare a variable without initializing it and print its value.

```
<html>
  <head></head>
  <body>
    <script>
      console.log(10);
    </script>
  </body>
</html>
```

OUTPUT

A screenshot of the VS Code output window showing the output of the code. The output is the number 10, printed from task18.html:5.

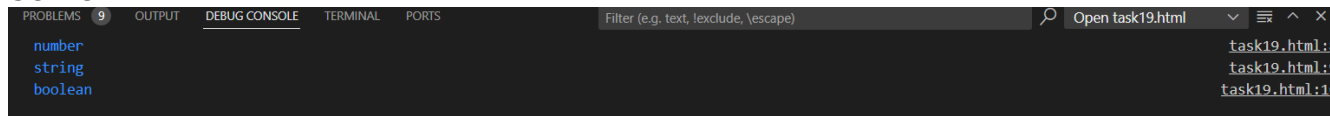
PROBLEMS 9 OUTPUT DEBUG CONSOLE TERMINAL PORTS Filter (e.g. text, \exclude, \escape) Open task18.html task18.html:5

10

Task 19: Assign a number, string, and boolean value to a variable and print its type using typeof.

```
<html>
  <head></head>
  <body>
    <script>
      let a = 10;
      let b = "JD";
      let c = true;
      console.log(typeof a);
      console.log(typeof b);
      console.log(typeof c);
    </script>
  </body>
</html>
```

OUTPUT

A screenshot of the VS Code output window showing the output of the code. The output consists of three lines: "number" (from task19.html:8), "string" (from task19.html:9), and "boolean" (from task19.html:10).

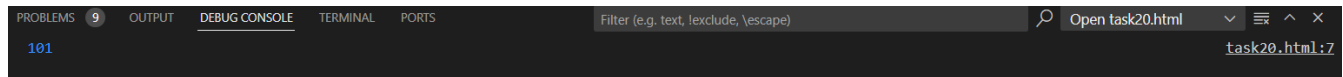
PROBLEMS 9 OUTPUT DEBUG CONSOLE TERMINAL PORTS Filter (e.g. text, \exclude, \escape) Open task19.html task19.html:8

number task19.html:8
string task19.html:9
boolean task19.html:10

Task 20: Rename a variable and observe the outcome.

```
<html>
  <head></head>
  <body>
    <script>
      let a = 101;
      let b = a;
      console.log(b);
    </script>
  </body>
</html>
```

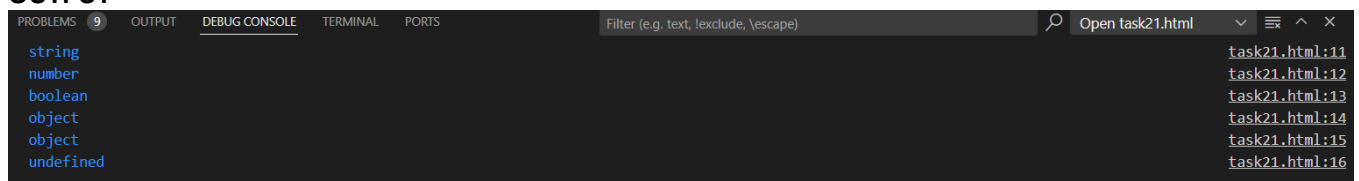
OUTPUT



Task 21: Create variables of different data types (e.g., string, number, boolean, null, undefined, object).

```
<html>
  <head></head>
  <body>
    <script>
      let a = "JD";
      let b = 44;
      let c = true;
      let d = {name:"JD",age:21};
      let e = null;
      let f = undefined;
      console.log(typeof a)
      console.log(typeof b)
      console.log(typeof c)
      console.log(typeof d)
      console.log(typeof e)
      console.log(typeof f)
    </script>
  </body>
</html>
```

OUTPUT



Task 22: Use the typeof operator to determine the type of various variables.

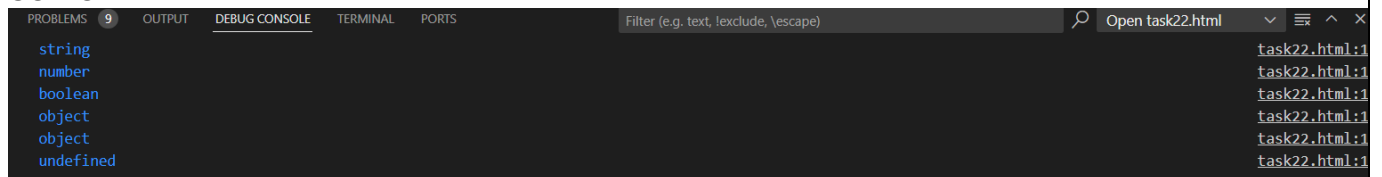
```
<html>
  <head></head>
  <body>
    <script>
      let a = "JD";
      let b = 44;
      let c = true;
```

```

    let d = {name:"JD",age:21};
    let e = null;
    let f = undefined;
    console.log(typeof a)
    console.log(typeof b)
    console.log(typeof c)
    console.log(typeof d)
    console.log(typeof e)
    console.log(typeof f)
  </script>
</body>
</html>

```

OUTPUT



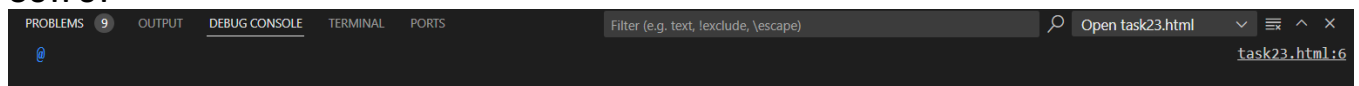
Task 23: Declare a symbol and print its type.

```

<html>
  <head></head>
  <body>
    <script>
      let a = "@";
      console.log(a);
    </script>
  </body>
</html>

```

OUTPUT



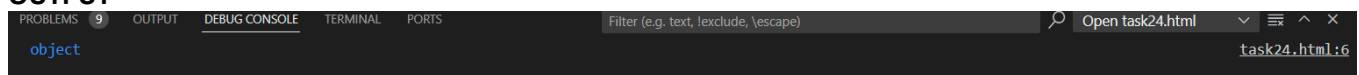
Task 24: Assign the value null to a variable and check its type using typeof.

```

<html>
  <head></head>
  <body>
    <script>
      let a = null;
      console.log(typeof a);
    </script>
  </body>
</html>

```

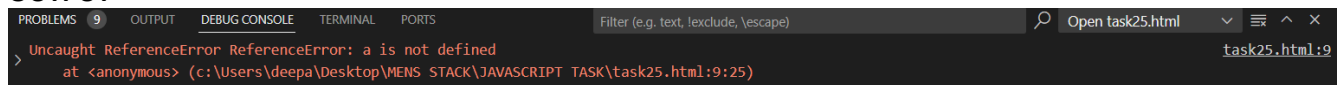
OUTPUT



Task 25: Differentiate between declaring a variable using var and let in terms of scope.

```
<html>
  <head></head>
  <body>
    <script>
      function add(b){
        let a = 10;
        console.log(a+b);
      }
      console.log(a);
      add(10);
    </script>
  </body>
</html>
```

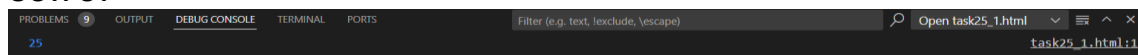
OUTPUT



The screenshot shows the VS Code interface with the 'OUTPUT' tab selected. The output displays an error: 'Uncaught ReferenceError: ReferenceError: a is not defined' at an anonymous function in task25.html:9:25. The error message is in red text on a dark background.

```
<html>
  <head></head>
  <body>
    <script>
      var e = 20;
      function sub(c){
        var e = 20;
        console.log(c-e);
      }
      let k = e+5;
      console.log(k);
    </script>
  </body>
</html>
```

OUTPUT

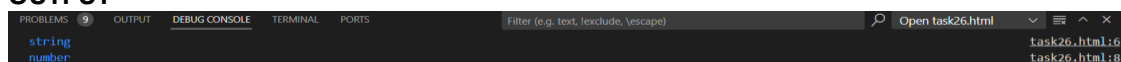


The screenshot shows the VS Code interface with the 'OUTPUT' tab selected. The output displays two lines: '25' and 'task25_1.html:11'. The first line is in red text, and the second line is in white text.

Task 26: Convert a string to a number using both implicit and explicit conversion.

```
<html>
  <head></head>
  <body>
    <script>
      var a = "108";
      console.log(typeof a);
      var a = Number(a);
      console.log(typeof a);
    </script>
  </body>
</html>
```

OUTPUT

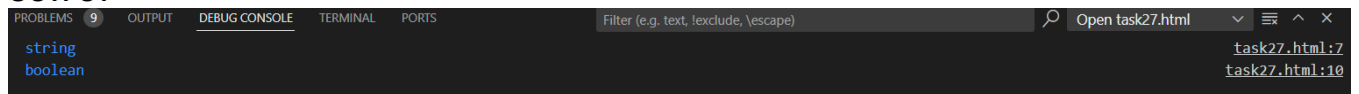


The screenshot shows the VS Code interface with the 'OUTPUT' tab selected. The output displays two lines: 'string' and 'number'. The first line is in red text, and the second line is in white text.

Task 27: Convert a boolean to a string and vice versa.

```
<html>
  <head></head>
  <body>
    <script>
      var a = true;
      var a = String(a);
      console.log(typeof a);
      var b = "true";
      var b = Boolean(b);
      console.log(typeof b);
    </script>
  </body>
</html>
```

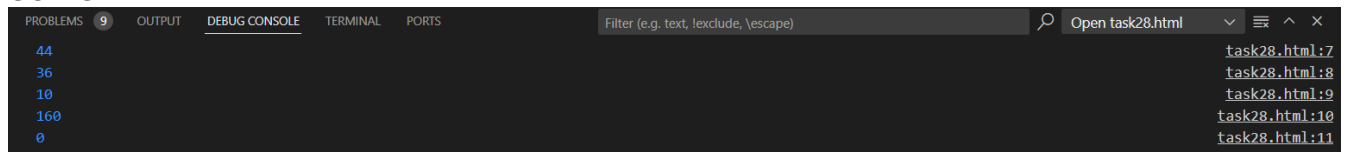
OUTPUT



Task 28: Practice basic arithmetic operators (+, -, *, /, %).

```
<html>
  <head></head>
  <body>
    <script>
      let a = 40;
      let b = 4;
      console.log(a+b);
      console.log(a-b);
      console.log(a/b);
      console.log(a*b);
      console.log(a%b);
    </script>
  </body>
</html>
```

OUTPUT

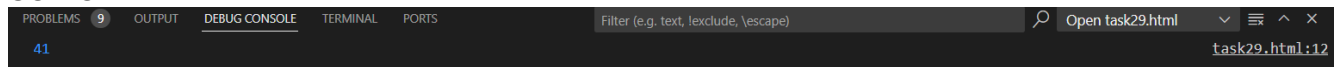


Task 29: Use the ++ and -- operators on a numeric variable.

```
<html>
  <head></head>
  <body>
    <script>
      let a = 40;
      if(a > 0){
        a++;
      }
      else{
        a--;
      }
    </script>
  </body>
</html>
```

```
}
  console.log(a);
</script>
</body>
</html>
```

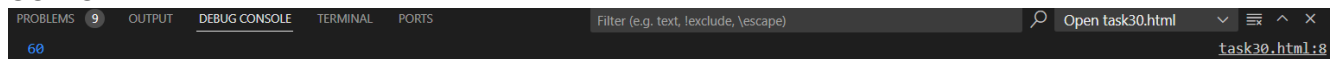
OUTPUT



Task 30: Explore the precedence of operators by combining multiple operators in a single expression.

```
<html>
  <head></head>
  <body>
    <script>
      let a = 40;
      let b = 2;
      let c = 20;
      console.log(a*b-c);
    </script>
  </body>
</html>
```

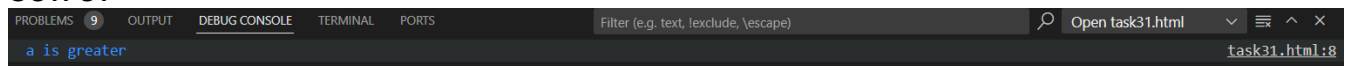
OUTPUT



Task 31: Compare two numbers using relational operators (>, <, >=, <=).

```
<html>
  <head></head>
  <body>
    <script>
      let a = 40;
      let b = 2;
      if(a > b){
        console.log("a is greater");
      }
      else if (a < b) {
        console.log("b is greater");
      }
      else {
        console.log("Both are equal");
      }
    </script>
  </body>
</html>
```

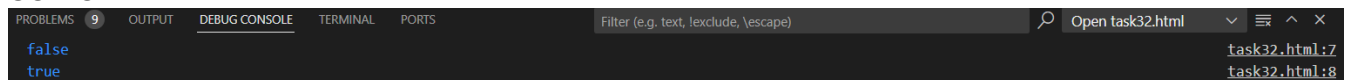
OUTPUT



Task 32: Use equality () and strict equality (=) operators to compare different data types and note the differences.

```
<html>
  <head></head>
  <body>
    <script>
      let a = 4;
      let b = '4';
      console.log(a === b);
      console.log( a == b);
    </script>
  </body>
</html>
```

OUTPUT

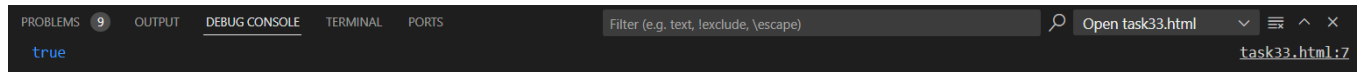
A screenshot of the Visual Studio Code interface showing the output console. The 'OUTPUT' tab is selected, displaying the results of the JavaScript code from task32.html. The first log statement shows 'false' and the second shows 'true'.

Message	File
false	task32.html:7
true	task32.html:8

Task 33: Compare two strings lexicographically.

```
<html>
  <head></head>
  <body>
    <script>
      let a = "apple";
      let b = "banana";
      console.log(a < b);
    </script>
  </body>
</html>
```

OUTPUT

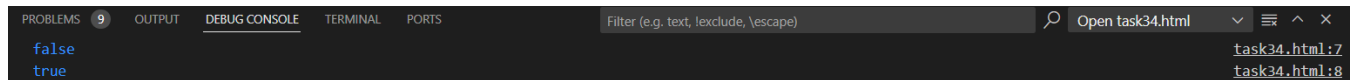
A screenshot of the Visual Studio Code interface showing the output console. The 'OUTPUT' tab is selected, displaying the result of the JavaScript code from task33.html. The log statement shows 'true'.

Message	File
true	task33.html:7

Task 34: Use the inequality (!=) and strict inequality (!==) operators to compare values.

```
<html>
  <head></head>
  <body>
    <script>
      let a = 3;
      let b = "3";
      console.log(a != b);
      console.log(a !== b);
    </script>
  </body>
</html>
```

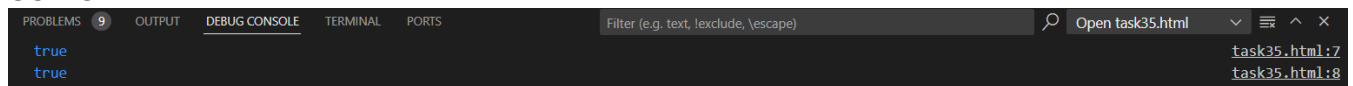
OUTPUT

A screenshot of the Visual Studio Code interface showing the output console. The 'OUTPUT' tab is selected, displaying the results of the JavaScript code from task34.html. The first log statement shows 'false' and the second shows 'true'.

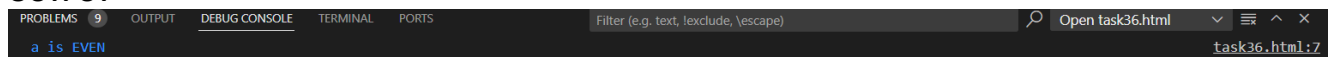
Message	File
false	task34.html:7
true	task34.html:8

Task 35: Compare null and undefined using both == and ===.

```
<html>
  <head></head>
  <body>
    <script>
      let a;
      let b = undefined;
      console.log(a == b);
      console.log(a === b);
    </script>
  </body>
</html>
```

OUTPUT**Task 36: Write an if statement that checks if a number is even or odd.**

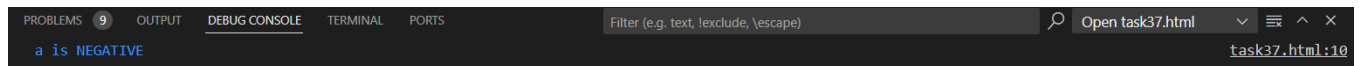
```
<html>
  <head></head>
  <body>
    <script>
      let a = 4;
      if( a %2 == 0 ){
        console.log("a is EVEN");
      }
      else{
        console.log("a is ODD");
      }
    </script>
  </body>
</html>
```

OUTPUT**Task 37: Use nested if statements to classify a number as negative, positive, or zero.**

```
<html>
  <head></head>
  <body>
    <script>
      let a = -4;
      if( a > 0 ){
        console.log("a is POSITIVE");
      }
      else if( a < 0 ){
        console.log("a is NEGATIVE");
      }
      else{
        console.log("a is ZERO");
      }
    </script>
```

```
</body>
</html>
```

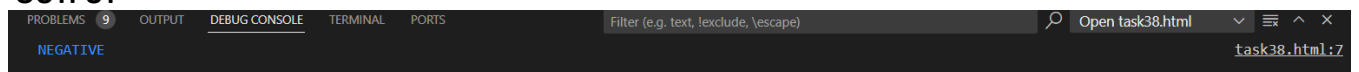
OUTPUT



Task 38: Use the conditional (ternary) operator '?' to rewrite a simple if...else statement.

```
<html>
  <head></head>
  <body>
    <script>
      let a = -4;
      let b = a > 0 ? "POSITIVE" : "NEGATIVE";
      console.log(b);
    </script>
  </body>
</html>
```

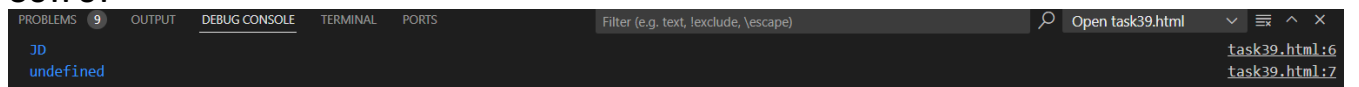
OUTPUT



Task 39: Check the validity of a variable using the ? operator.

```
<html>
  <head></head>
  <body>
    <script>
      let a = {name:"JD", age:21};
      console.log(a?.name);
      console.log(a?.job);
    </script>
  </body>
</html>
```

OUTPUT



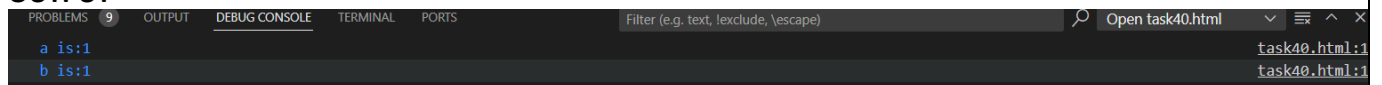
Task 40: Use the conditional operator to assign a value to a variable based on a condition.

```
<html>
  <head></head>
  <body>
    <script>
      var a = 4;
      var b = 3;
      if( a%2 == 0 && b%2 == 0){
        var a = 0;
        var b = 0;
      }
      else if( a%2 == 0 || b%2 == 0){
        var a =1;
        var b =1;
      }
    </script>
  </body>
</html>
```



```
    console.log("a is:"+a);
    console.log("b is:"+b)
</script>
</body>
</html>
```

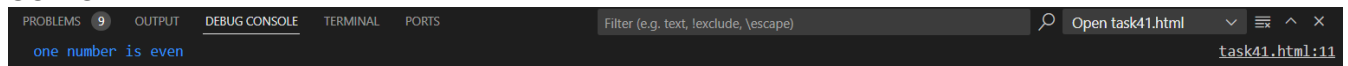
OUTPUT



Task 41: Evaluate various combinations of logical operators (&&, ||, !).

```
<html>
<head></head>
<body>
  <script>
    let a = 2;
    let b = 3;
    if( a %2 == 0 && b %2 == 0 ){
      console.log("both ar even");
    }
    else if( a %2 ==0 || b%2 == 0){
      console.log("one number is even");
    }
    else if( !a %2 == 0){
      console.log("a is odd");
    }
  </script>
</body>
</html>
```

OUTPUT



Task 42: Use logical operators to write a condition that checks if a number is in a given range.

```
<html>
<head></head>
<body>
  <script>
    let a = 4;
    let sr = 1;
    let er = 10;
    if( a >= sr && a <= er){
      console.log("Present inside the range");
    }
    else{
      console.log("Present outside the range");
    }
  </script>
</body>
</html>
```

OUTPUT

PROBLEMS 9 OUTPUT DEBUG CONSOLE TERMINAL PORTS

Filter (e.g. text, \exclude, \escape)

Open task42.html

task42.html:9

Present inside the range

Task 43: Use the NOT (!) operator to invert a boolean value.

```
<html>
  <head></head>
  <body>
    <script>
      var a = true;
      if( !a == false){
        var a = false;
      }
      console.log(a);
    </script>
  </body>
</html>
```

OUTPUT

PROBLEMS 9 OUTPUT DEBUG CONSOLE TERMINAL PORTS

Filter (e.g. text, \exclude, \escape)

Open task43.html

task43.html:9

false

Task 44: Evaluate the short-circuiting nature of logical operators.

```
<html>
  <head></head>
  <body>
    <script>
      var a = false || 0 || "JD" || null;
      console.log(a);
      var b = false && 0 && "JD" && null;
      console.log(b);
      var c = false || 0 || null;
      console.log(c);
    </script>
  </body>
</html>
```

OUTPUT

PROBLEMS 9 OUTPUT DEBUG CONSOLE TERMINAL PORTS

Filter (e.g. text, \exclude, \escape)

Open task44.html

task44.html:6
task44.html:8
task44.html:10

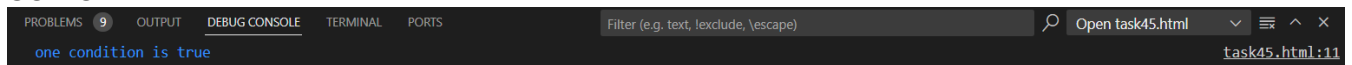
JD
false
null

Task 45: Compare two non-boolean values using logical operators and observe the result.

```
<html>
  <head></head>
  <body>
    <script>
      let a = 3;
      let b = 5;
      if( a==b && a!=b ){
        console.log("both the condition are true");
      }
      else if( a == b || a!=b){
        console.log("one condition is true");
      }
    </script>
  </body>
</html>
```

```
    }  
  </script>  
</body>  
</html>
```

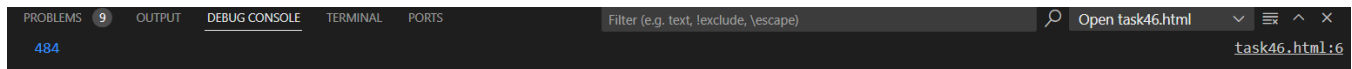
OUTPUT



Task 46: Write a function that takes two numbers as arguments and returns their sum.

```
<html>  
  <head></head>  
  <body>  
    <script>  
      function sum(a,b){  
        console.log(a+b);  
      }  
      sum(143,341);  
    </script>  
  </body>  
</html>
```

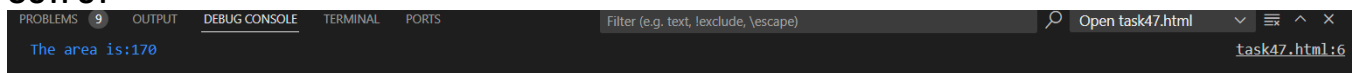
OUTPUT



Task 47: Create a function that calculates the area of a rectangle.

```
<html>  
  <head></head>  
  <body>  
    <script>  
      function area(length,width){  
        console.log("The area is:"+length*width);  
      }  
      area(17,10);  
    </script>  
  </body>  
</html>
```

OUTPUT

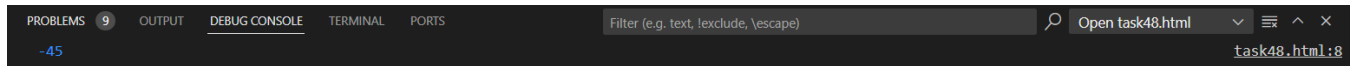


Task 48: Declare a function without parameters and call it.

```
<html>  
  <head></head>  
  <body>  
    <script>  
      function noprameter(){  
        var a = 2;  
        var b = 47;  
        console.log(a-b);  
      }  
      noprameter();  
    </script>
```

```
</body>
</html>
```

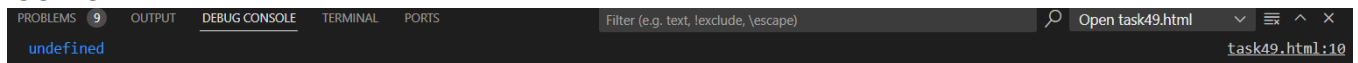
OUTPUT



Task 49: Write a function that returns nothing and observe the default return value.

```
<html>
<head></head>
<body>
  <script>
    function function1(){
      var a = 27;
      var k = 3;
    }
    let v = function1();
    console.log(v);
  </script>
</body>
</html>
```

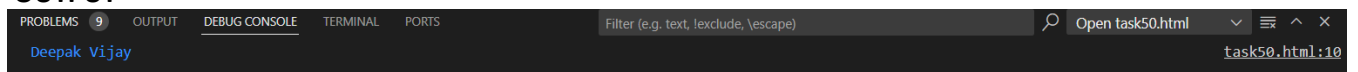
OUTPUT



Task 50: Declare a function with default parameters and call it with different arguments.

```
<html>
<head></head>
<body>
  <script>
    function defaultparameter(a = "JD",b = "Boss"){
      var res = a+" "+b;
      return res;
    }
    var result = defaultparameter("Deepak","Vijay");
    console.log(result);
  </script>
</body>
</html>
```

OUTPUT

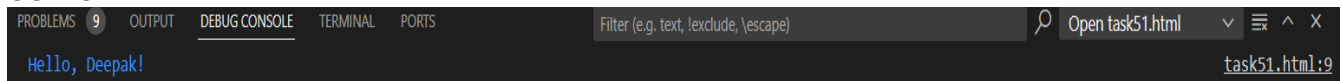


Task 51: Declare a simple arrow function named greet that takes one parameter name and returns the string “Hello, name!”. Test your function with various names.

```
<html>
<head></head>
<body>
  <script>
    var greet = (name) =>{
      return "Hello, "+name+"!";
    }
    var result = greet("Deepak");
```

```
    console.log(result);
</script>
</body>
</html>
```

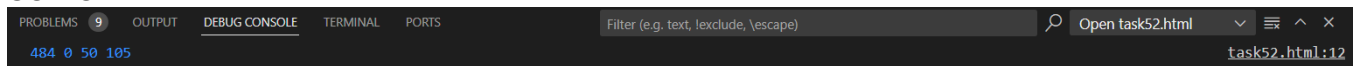
OUTPUT

The image shows a VS Code interface with the 'OUTPUT' tab selected. The output window displays the text 'Hello, Deepak!' in blue, which is the result of a console.log statement in a file named 'task51.html' at line 9. The interface includes a search bar and navigation icons.

Task 52: Write an arrow function named add that takes two parameters and returns their sum. Validate your function with several pairs of numbers.

```
<html>
<head></head>
<body>
  <script>
    var add = (num1,num2) =>{
      return num1 + num2;
    }
    var obj1 = add(143,341);
    var obj2 = add(0,0);
    var obj3 = add(10,40);
    var obj4 = add(78,27);
    console.log(obj1+" "+obj2+" "+obj3+" "+obj4);
  </script>
</body>
</html>
```

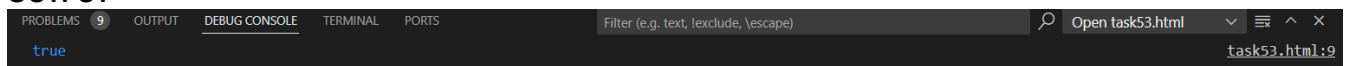
OUTPUT

The image shows a VS Code interface with the 'OUTPUT' tab selected. The output window displays the result of the 'add' function calls: '484 0 50 105'. This is the sum of 143+341, 0+0, 10+40, and 78+27. The interface includes a search bar and navigation icons.

Task 53: Declare an arrow function named isEven that checks if a number is even. If the number is even, it should return true; otherwise, false. Remember that if the arrow function body has a single statement, you can omit the curly braces.

```
<html>
<head></head>
<body>
  <script>
    var isEven = (num1) =>{
      return num1 %2 == 0 ? "true":"false";
    }
    var result = isEven(4);
    console.log(result);
  </script>
</body>
</html>
```

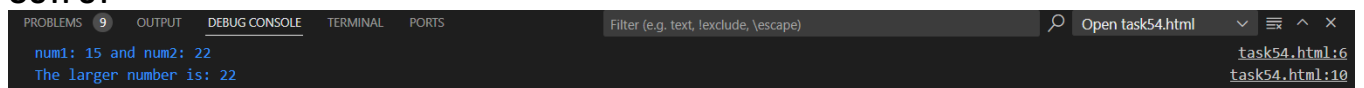
OUTPUT

The image shows a VS Code interface with the 'OUTPUT' tab selected. The output window displays the text 'true' in blue, which is the result of the 'isEven' function call with the argument 4. The interface includes a search bar and navigation icons.

Task 54: Implement an arrow function named `maxValue` that takes two numbers as parameters and returns the larger number. Here, you'll need to use curly braces for the function body and the return statement.

```
<html>
  <head></head>
  <body>
    <script>
      var maxValue=(num1,num2) =>{
        console.log("num1: "+num1+" and "+num2: "+num2);
        return Math.max(num1,num2);
      }
      let result = maxValue(15,22);
      console.log("The larger number is: "+result);
    </script>
  </body>
</html>
```

OUTPUT

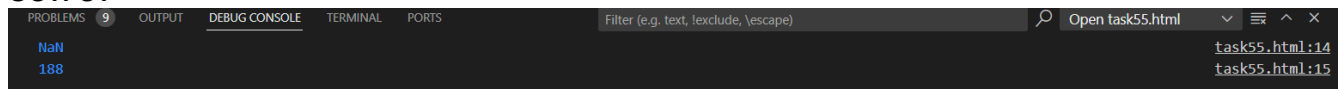
A screenshot of the VS Code output window. The 'DEBUG CONSOLE' tab is active, showing the output of the JavaScript code. The first line is 'num1: 15 and num2: 22' and the second line is 'The larger number is: 22'. The file path 'task54.html:10' is visible in the bottom right corner.

```
num1: 15 and num2: 22
The larger number is: 22
```

Task 55: Examine the behavior of the `this` keyword inside an arrow function vs a traditional function. Create an object named `myObject` with a property value set to 10 and two methods: `multiplyTraditional` using a traditional function and `multiplyArrow` using an arrow function. Both methods should attempt to multiply the value property by a number passed as a parameter. Check the value of `this` inside both methods.

```
<html>
  <head></head>
  <body>
    <script>
      var myObject={
        value :47,
        multiplyArrow:(num1) =>{
          return this.value * num1;
        },
        multiplyTraditional : function(num2){
          return this.value * num2;
        }
      };
      console.log(myObject.multiplyArrow(4));
      console.log(myObject.multiplyTraditional(4));
    </script>
  </body>
</html>
```

OUTPUT

A screenshot of the VS Code output window. The 'DEBUG CONSOLE' tab is active, showing the output of the JavaScript code. The first line is 'NaN' and the second line is '188'. The file path 'task55.html:15' is visible in the bottom right corner.

```
NaN
188
```