**Syntax** :-

**javaScript Turorial**

**Fundamentals :-**

1. Whitespace ( Space, Tab, Enter etc)
2. Statement ( Semicolon )
3. Identifire ( a-z, A-Z, 0-9, \_ , $ )
4. Comments ( Single-comment //, block-comment /\*\*/ )
5. Expression ( Which return value, output )
6. Keyword & Reserved word ( It must be declared to ignore )

**Variable** :- 

1. Declare a variable ( It must start with a letter, \_ , $ )
2. Initialize a variable ( A variable name must be initialized with an equal-sign at the end )
3. Change a variable
4. Undefined vs Undeclared variable
5. const & let

**Data type** :-

1. Primitive data-type ( null, undefined, Boolean, number, bigint, string, symbol )
2. Complex ( object )

**Number** :- 

1. Integer number
2. Binary number ( declare “0b” )
3. Octal number ( declare “0o”)
4. Hexadecimal number ( declare “0x”)
5. Floating-point number ( declare e-notation )
6. Big Integer ( declare “bigint”)

**Numeric-Sepatator** :- 

1. Underscore for the number separates ( \_ )

**Boolean type** :- 

|  |  |  |
| --- | --- | --- |
| **Data Type** | **Values converted to true** | **Values converted to false** |
| String | Any non-empty string | “” ( empty string) |
| number | Any non-zero number | 0, NaN |
| bject | Any object | Null |
| Undefined | ( not relevant ) | undefined |

**String** :- 

1. Sring declare ( ‘ ‘, “”, ``, )
2. Escaping special character
   1. Windows line breack ( \r\n )
   2. Unix line breack ( \n )
   3. Tab ( \t )
   4. Backslash ( \ )
3. Getting the length of the string ( variableName.length )
4. Accessing character ( variable name[index] )
5. Concatenation strings via + operator ( string + operator/variableName )
6. Converting values to string ( variableName.toString() )
7. Comparing strings ( >, <, >=, <=, == )

**Object** :- 

1. Object declareation ( objectName={objectProperty = objectValue} )
2. Accessing properties
   1. The dot-notation ( objectName.properties )
   2. The array-like notation ( objectName[‘property’] )
3. Modify the value of properties ( objectName.property = ‘objectValue’ )
4. Adding a new properties on object (objectName.property = ‘objectValue’ )
5. Deleteing a properties of an object ( delete objectName.propertyName )
6. Checking if a property exists ( propertyName in objectName )

**Object** :- 