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<button onclick="alert('Hello!')">Click Me</button>

Internal:

<script>

</script>

alert('Hello World');

```
External (Best Practice):
<script src="script.js"></script>
```

## 4. Variables and Data Types

```
Variables:

let name = "Alice";

const age = 25;

var city = "Lagos";
```

Data Types: String, Number, Boolean, Array, Object, Null, Undefined.

## 5. Operators

```
Arithmetic: + - * / %

Assignment: = += -=

Comparison: == === != !== > < >= <=

Logical: && || !
```

#### 6. Functions

```
Reusable blocks of code:

function greet(name) {
  console.log("Hello, " + name);
}

greet("Alice");

Arrow function:
  const add = (a, b) => a + b;
```

### 7. Conditionals

```
if (age >= 18) {
 console.log("Adult");
} else {
 console.log("Minor");
}
Switch:
switch (fruit) {
 case 'apple':
  console.log("It's an apple");
  break;
 default:
  console.log("Unknown fruit");
}
8. Loops
For Loop:
for (let i = 0; i < 5; i++) {
 console.log(i);
}
While Loop:
let i = 0;
while (i < 5) {
 console.log(i);
 i++;
}
ForEach:
[1, 2, 3].forEach(num => console.log(num));
```

#### 9. Events

#### 10. Best Practices

- Use let and const instead of var.
- Keep code DRY (Don't Repeat Yourself).
- Comment your code.
- Use meaningful variable names.
- Test in the browser console.

### 11. Helpful Resources

MDN JavaScript: https://developer.mozilla.org/en-US/docs/Web/JavaScript

W3Schools JavaScript: https://www.w3schools.com/js/

FreeCodeCamp JavaScript: https://www.freecodecamp.org/learn/