

1. Write a program to demonstrate JavaScript loops, operators and conditions?

Output:

▶ 174 Third-party cookie will be blocked. Learn more in the Issues tab.

```
> // Function to check if a number is prime
function isPrime(num) {
  if (num <= 1) {
    return false;
  }
  for (let i = 2; i <= Math.sqrt(num); i++) {
    if (num % i === 0) {
      return false;
    }
  }
  return true;
}

// Main program
function main() {
  // Loop from 1 to 20
  for (let i = 1; i <= 20; i++) {
    if (i % 2 === 0) {
      console.log(i + " is even");
    } else {
      console.log(i + " is odd");
    }

    if (isPrime(i)) {
      console.log(i + " is prime");
    } else {
      console.log(i + " is not prime");
    }
  }
}
```

2.

```
    if (isPrime(i)) {
      console.log(i + " is prime");
    } else {
      console.log(i + " is not prime");
    }
  }
}
```

```
// Call the main function
main();
```

1 is odd	VM32:21
1 is not prime	VM32:27
2 is even	VM32:19
2 is prime	VM32:25
3 is odd	VM32:21
3 is prime	VM32:25
4 is even	VM32:19
4 is not prime	VM32:27
5 is odd	VM32:21
5 is prime	VM32:25
6 is even	VM32:19
6 is not prime	VM32:27

2. Write a program to demonstrate different array and string methods in JavaScript?

Output:

```
> // Array methods
let fruits = ['Apple', 'Banana', 'Cherry', 'Date'];

// 1. Push: Add an element to the end of the array
fruits.push('Elderberry');
console.log("After push:", fruits);

// 2. Pop: Remove the last element from the array
let poppedFruit = fruits.pop();
console.log("After pop:", fruits);
console.log("Popped fruit:", poppedFruit);

// 3. Shift: Remove the first element from the array
let shiftedFruit = fruits.shift();
console.log("After shift:", fruits);
console.log("Shifted fruit:", shiftedFruit);

// 4. Unshift: Add an element to the beginning of the array
fruits.unshift('Apricot');
console.log("After unshift:", fruits);

// 5. Concat: Concatenate two arrays
let moreFruits = ['Fig', 'Grape'];
let allFruits = fruits.concat(moreFruits);
console.log("Concatenated array:", allFruits);

// String methods
let str = "Hello, world!";

// 1. Length: Get the length of the string
console.log("Length of the string:", str.length);

// 2. ToUpperCase: Convert the string to uppercase
console.log("Uppercase:", str.toUpperCase());

// 3. ToLowerCase: Convert the string to lowercase
console.log("Lowercase:", str.toLowerCase());

// 4. Substring: Extract a part of the string
console.log("Substring:", str.substring(7, 12));

// 5. Split: Split the string into an array of substrings
console.log("Split:", str.split(','));

// 6. Trim: Remove whitespace from both ends of the string
let paddedStr = "  Hello, world!  ";
console.log("Trimmed string:", paddedStr.trim());
```

After push: ► (5) ['Apple', 'Banana', 'Cherry', 'Date', 'Elderberry']

After pop: ► (4) ['Apple', 'Banana', 'Cherry', 'Date']

Popped fruit: Elderberry

After shift: ► (3) ['Banana', 'Cherry', 'Date']

```
// 6. Trim: Remove whitespace from both ends of the string
let paddedStr = "  Hello, world!  ";
console.log("Trimmed string:", paddedStr.trim());
```

After push: ▶ (5) ['Apple', 'Banana', 'Cherry', 'Date', 'Elderberry']	VM36:6
After pop: ▶ (4) ['Apple', 'Banana', 'Cherry', 'Date']	VM36:10
Popped fruit: Elderberry	VM36:11
After shift: ▶ (3) ['Banana', 'Cherry', 'Date']	VM36:15
Shifted fruit: Apple	VM36:16
After unshift: ▶ (4) ['Apricot', 'Banana', 'Cherry', 'Date']	VM36:20
Concatenated array: ▶ (6) ['Apricot', 'Banana', 'Cherry', 'Date', 'Fig', 'Grape']	VM36:25
Length of the string: 13	VM36:31
Uppercase: HELLO, WORLD!	VM36:34
Lowercase: hello, world!	VM36:37
Substring: world	VM36:40
Split: ▶ (2) ['Hello', ' world!']	VM36:43
Trimmed string: Hello, world!	VM36:47

3. Write a program to show different ways to create a function in JavaScript?

Output:

```
> // 1. Function Declaration
function greet1(name) {
  return "Hello, " + name + "!";
}

// 2. Function Expression (Anonymous Function)
let greet2 = function(name) {
  return "Hello, " + name + "!";
};

// 3. Function Expression (Named Function)
let greet3 = function greetWithName(name) {
  return "Hello, " + name + "!";
};

// 4. Arrow Function Expression
let greet4 = (name) => {
  return "Hello, " + name + "!";
};

// 5. Arrow Function Expression (Shortened)
let greet5 = name => "Hello, " + name + "!";

< undefined

> console.log(greet1("Alice"));
console.log(greet2("Bob"));
console.log(greet3("Charlie"));
console.log(greet4("David"));
console.log(greet5("Eve"));
```

4. Write a program to implement pomodoro using JavaScript DOM?

Output:

SESSION

25:00

SESSION LENGTH

— 25 +

BREAK LENGTH

— 5 +

Reset Start

SESSION

14:55

SESSION LENGTH

— 15 +

BREAK LENGTH

— 5 +

Reset Stop

5. Write a program to implement swap 1 to 9 numbers using drag and drop?

Without Drag

1	2	3
4	5	6
7	8	9

After Drag

1	8	3
4	5	6
7	2	9

6. Demonstrate all ES6 concepts with examples.

1. let and const:

```
> let x = 5;  
x = 10; // Valid  
  
const PI = 3.14159;  
PI = 3; // Invalid, attempting to reassign a constant
```

2. Arrow Functions:

```
> // Traditional function  
function add(a, b) {  
  return a + b;  
}  
  
// Arrow function  
const add = (a, b) => a + b;
```

3. Template Literals

```
> const name = 'Alice';  
console.log(`Hello, ${name}!`);  
Hello, Alice!
```

4. Destructuring Assignment:

```
> // Array destructuring  
const [a, b] = [1, 2];  
  
// Object destructuring  
const { x, y } = { x: 1, y: 2 };
```

5. Spread Operator

```
> const arr1 = [1, 2, 3];  
const arr2 = [4, 5, 6];  
const combined = [...arr1, ...arr2]; // [1, 2, 3, 4, 5, 6]  
  
const obj1 = { a: 1, b: 2 };  
const obj2 = { c: 3, d: 4 };  
const merged = { ...obj1, ...obj2 }; // { a: 1, b: 2, c: 3, d: 4 }
```

6. Classes

```
> class Animal {  
  constructor(name) {  
    this.name = name;  
  }  
  
  speak() {  
    console.log(`${this.name} makes a noise.`);  
  }  
}  
  
class Dog extends Animal {  
  speak() {  
    console.log(`${this.name} barks.`);  
  }  
}  
  
const dog = new Dog('Buddy');  
dog.speak(); // "Buddy barks."  
Buddy barks.
```

7. Promises

```
> const fetchData = () => {  
  return new Promise((resolve, reject) => {  
    setTimeout(() => {  
      resolve('Data fetched successfully');  
    }, 2000);  
  });  
};  
  
fetchData()  
  .then(data => console.log(data))  
  .catch(error => console.error(error));
```

◀ ▶ Promise {<pending>}

Data fetched successfully