

Basic JavaScript

Types and Variables :

1. Write a program to check if a variable is of type "number".
2. Swap the values of two variables without using a temporary variable.
3. Calculate the area of a rectangle given its width and height as variables.

Scope:

1. Explain the difference between global and local scope in JavaScript.

Data Types:

1. Create a program that converts a string to a number.
2. Check if a given value is an array.
3. Find the length of a string without using the built-in length property.

Operators :

1. Implement a calculator that can perform addition, subtraction, multiplication, and division.
2. Determine if a number is even or odd using a bitwise operator.
3. Write a program to check if a number is a multiple of another number.

Conditions :

1. Create a program that determines if a given year is a leap year.
2. Write a function that finds the maximum of three numbers.
3. Check if a number is positive, negative, or zero.

Loops Part-1 :

1. Calculate the factorial of a number using a while loop.
2. Print the first N natural numbers using a for loop.
3. Create a program to check if a number is prime.

Loops Part-2 :

1. Implement a do-while loop that asks the user for input until a specific condition is met.
2. Calculate the sum of even numbers from 1 to N using a loop.
3. Write a program that generates a Fibonacci series up to a given number.

Arrays :

1. Find the sum of all elements in an array.
2. Reverse an array without using the reverse() method.
3. Remove duplicates from an array.

Objects :

1. Create an object representing a person with properties like name, age, and address.
2. Implement a function that finds the number of properties in an object.
3. Merge two objects into a single object.

Functions :

1. Write a function to check if a given string is a palindrome.
2. Create a function that sorts an array of objects by a specific property.