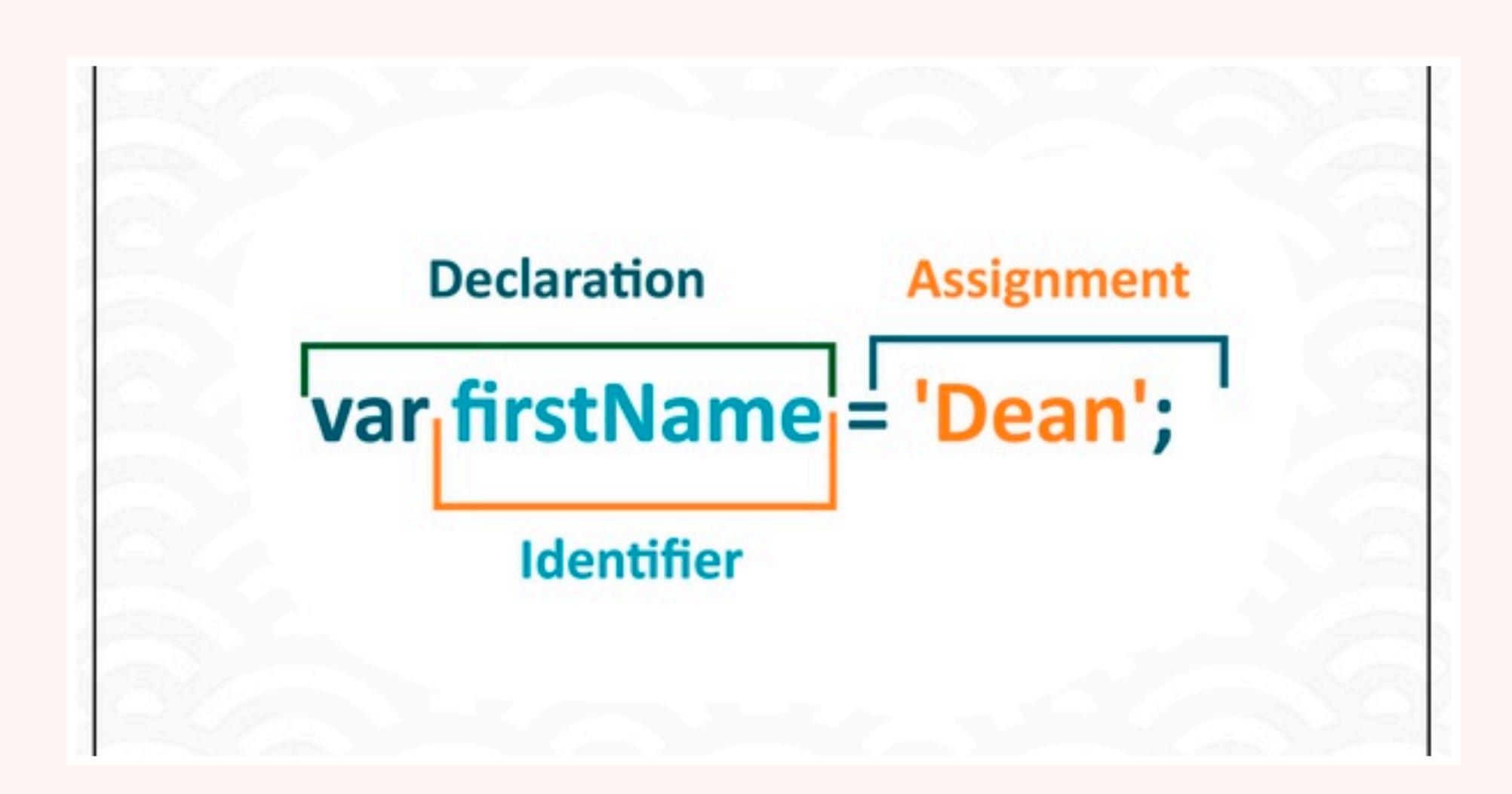
# JAVASCRIPT

## VARIABLES

- Variables are containers for storing data values.
- Variables named apple and AppLE are two different variables.
- Variables must be identified with unique names.
- > Use 'let' when we will be changing the value of the variable. Use 'const' when you are sure that variable won't change.

## VARIABLES



# OPERATORS

➤ Used to assign values, compare values, perform arithmetic operations, and more.

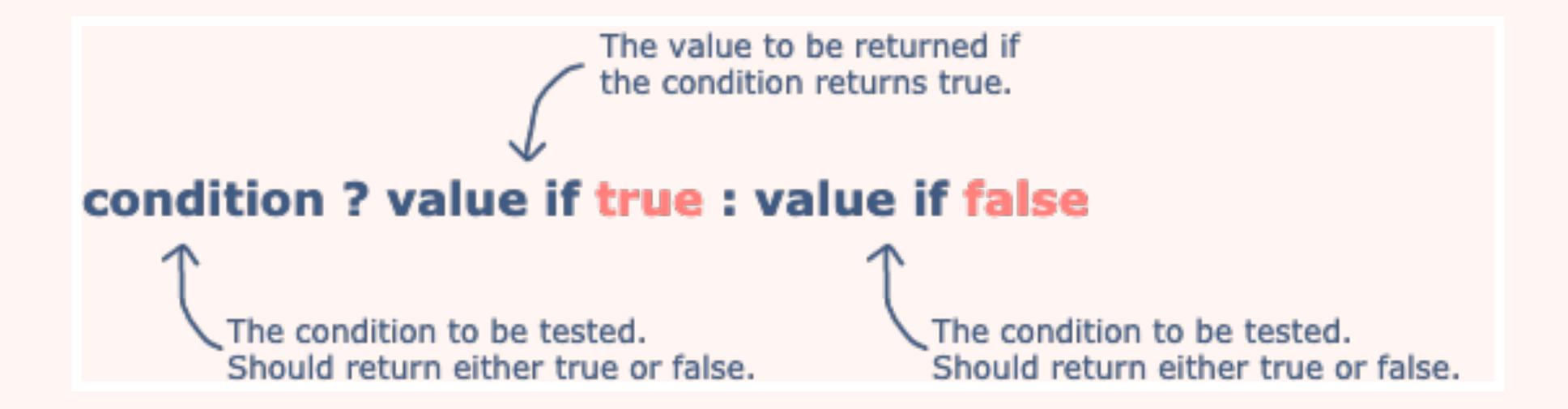
| Arithmetic | Assignment | String | Comparison | Logical |
|------------|------------|--------|------------|---------|
| +          | =          | +      | «==»       | &&      |
| -          | +=         | +=     | «===»      |         |
| *          | -=         |        | !=         | į.      |
| /          | *=         |        | !==        |         |
| %          | /=         |        | >          |         |
| ++         | %=         |        | <          |         |
|            |            |        | >=         |         |
|            |            |        | <=         |         |

### CONDITIONAL STATEMENTS

- > Use **if** to specify a block of code to be executed, if a specified condition is true.
- > Use **else** to specify a block of code to be executed, if the same condition is false.
- > Use **else if** to specify a new condition to test, if the first condition is false.
- > Use **switch** to specify many alternative blocks of code to be executed.

```
if (currentLesson === 1) {
  console.log('This is our first lesson.');
} else if (currentLesson === 17) {
  console.log('This is our last lesson');
} else {
  console.log('This is our second lesson');
}
```

#### TERNARY OPERATOR



```
const currentLesson = 2;
const totalLessons = 17;
const isFinalLesson = currentLesson === totalLessons ? 'Yes, it is final' : 'No, it is not final';
```