```
<!DOCTYPE html>
<html>
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Basic HTML Structure</title>
<body>
         <script>
            let string = "jai";
            var number = 10;
            let boolean = true;
            let name = null;
            let age;
            let student={
                 str:"jaya prakas",
                 a:20
            };
          </script>
</body>
```

```
<!DOCTYPE html>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Basic HTML Structure</title>
</head>
<body>
         <script>
           let name = "JAI";
           console.log(typeof name+'\n');
           var a=10;
           console.log(typeof a+'\n');
           let b = true;
           console.log(typeof b +'\n');
           var c=String(a);
           console.log(typeof a);
          </script>
</body>
</html>
```

```
Performance >> 🔅 🕻 🗙
K TO
        Elements
                 Console
                         Sources
                                 Network
Default levels ▼ No Issues 😥
  string
                                                      jai.html:11
  number
                                                      jai.html:13
  boolean
                                                      jai.html:15
                                                      jai.html:17
  number
```

```
<!DOCTYPE html>
<html>
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <title>Basic HTML Structure</title>
</head>
<body>
        <script>
             let a= null;
             console.log(typeof a);
         </script>
</body>
</html>
          Elements
                   Console
  object
```

Task 25

VAR:

The scope is within the function block.

It can be redeclared to the same variable name.

If the var is declared as global it can be accessed anywhere in the program.

LET:

The scope is within the block and curly brackets.

It cannot be redeclared to the same variable name.

If the let is declared as global it can be accessed anywhere in the program.

TASK 26

```
<!DOCTYPE html>
<html>
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <title>Basic HTML Structure</title>
</head>
<body>
        <script>
           //IMPLICIT TYPE CONVERSION
          let string = "23";
          let a=name*3;
          console.log(a+'\n');
          console.log(typeof a);
             // EXPLICIT TYPE CONVERSION
             let b="kaviya";
             let c=parseInt(b);
             console.log(typeof c );
          </script>
</body>
  K [0
           Elements
                     Console
                                       Network
                                                Performance >> (3)
                              Sources
                                                Default levels ▼ No Issues 🕃
  top ▼ | ③ | ▼ Filter
     69
                                                             jai.html:13
                                                             jai.html:14
     number
                                                             jai.html:18
     number
```

```
<!DOCTYPE html>
<html>
<head>
```

```
<meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Basic HTML Structure</title>
<body>
        <script>
           //BOOLEAN TO STRING
           let boolean=true;
           let a=String(boolean);
           console.log(typeof a);
           //STRING TO BOOLEAN
           let c="jai";
           let d=Boolean(c);
           console.log(typeof d);
        </script>
</body>
</html>
  Elements
                                             Performance >> (3) : X
                    Console
                            Sources
                                    Network
  Default levels ▼ No Issues 🔅
    string
                                                         jai.html:13
                                                         jai.html:17
    boolean
```

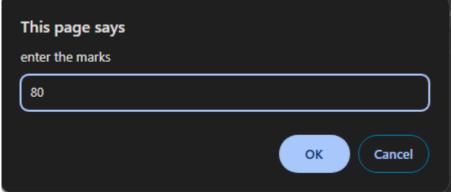
```
<!DOCTYPE html>
<html>
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <title>Basic HTML Structure</title>
</head>
<body>
         <script>
                let a=20;
                let b=10;
                console.log(a+b);
                console.log(a-b);
                console.log(a*b);
                console.log(a/b);
                console.log(a%b);
         </script>
</body>
```

```
| Elements | Console | Sources | Network | Performance | Sources | Network | Performance | Sources | Sources | No Issues | Sources | Sources | No Issues | Sources | Sources | Sources | Network | Performance | Sources |
```

```
<!DOCTYPE html>
<html>
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <title>Basic HTML Structure</title>
        <script>
               let a=20;
               let b=10;
               a+=a++ - --b;
               console.log("The answer of is "+a);
        </script>
</body>
</html>
 Elements
                   Console
                                    Network
                                            Performance >> (3) : X
                           Sources
 Default levels ▼
                                                         No Issues 🔯
    The answer of is 31
                                                         jai.html:13
```

Task 30

```
<!DOCTYPE html>
<html>
    <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <title>Basic HTML Structure</title>
</head>
<body>
         <script>
             let mark =prompt("enter the marks ");
             if(mark == 100)
                console.log("Congrats for your hardwork keep it up !!!");
             else if(mark>=80)
                console.log("well done try to score centum");
             else if(mark>=50 && mark<=80)
                console.log("try to get more marks");
             else {
                console.log("u r fail stupid !!! read more nonsense");
         </script>
</body>
</html>
```



```
<!DOCTYPE html>
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <title>Basic HTML Structure</title>
</head>
<body>
        <script>
           let a="675";
           let b=675;
            console.log(a==b); // true because checks only values
            console.log(a===b); // false beacuse it checks the data type
</script>
</body>
</html>
K TO
          Elements
                   Console
                            Sources
                                    Network
                                             Performance >>
                                                              top ▼ | ③ | ▼ Filter
                                             Default levels ▼ No Issues 🔅
                                                          jai.html:12
   true
                                                          jai.html:13
```

Equality checks only the values .

==== checks the data types of the variable.

```
console.log("a>b");
   else
   {
      console.log("a===b");
   } </script>
</body>
</html>
  K TO
          Elements
                Console
                                         Performance >> (3)
                        Sources
                               Network
  Default levels ▼ No Issues 🕄
                                                    jai.html:15
    a≺b
```

```
<!DOCTYPE html>
<html>
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <title>Basic HTML Structure</title>
</head>
<body>
        <script>
   let a="7655";
   let b=7655;
   console.log(a!=b);
   console.log(a!==b);
</script>
</html>
Elements Console Sources
                                           Performance >> (3) : X
                                  Network
Default levels ▼ No Issues 🔯
                                                       jai.html:12
                                                       jai.html:13
   true
```