









JAVASCRIPT ASSIGNMENT

1. Create a simple web page displaying "Hello, World!" using JavaScript.





main.js	   	Output
1 console.log('Hello World');		Hello World
		=== Code Execution Successful ===

2. Write a function to sum two numbers.


Using + Operator

main.js	   	Output
1 let num1 = 10; 2 let num2 = 20; 3 let sum = num1 + num2; 4 console.log("Sum :", sum); 5		Sum : 30
		=== Code Execution Successful ===

Using function

main.js	   	Output
1 function additionFunction(a, b) { 2 return a + b; 3 } 4 5 let num1 = 5; 6 let num2 = 10; 7 let sum = additionFunction(num1, num2); 8 console.log("Sum of given numbers is :", sum); 9		Sum of given numbers is : 15
		=== Code Execution Successful ===





Using Arrow function

main.js	   	Output
1 let addition = (a, b) => a + b; 2 3 let num1 = 25; 4 let num2 = 25; 5 let sum = addition(num1, num2); 6 console.log("Sum of given numbers is :", sum); 7		Sum of given numbers is : 50
		=== Code Execution Successful ===

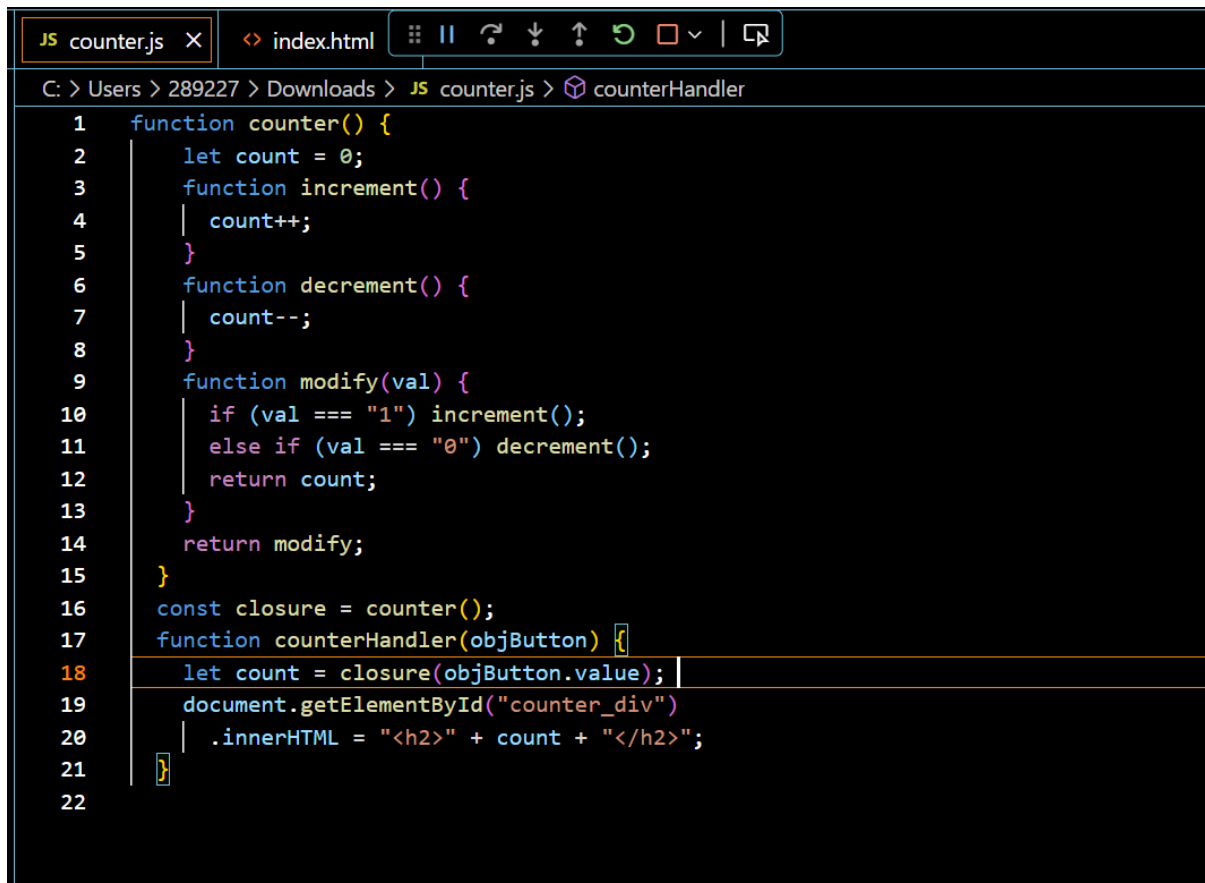
Using Addition Assignment (+=) Operator

main.js	   	Output
1 let num1 = 15; 2 let num2 = 10; 3 num1 += num2; 4 console.log("Sum of the given number is :", num1); 5		Sum of the given number is : 25
		=== Code Execution Successful ===

3. Convert a regular function to an arrow function

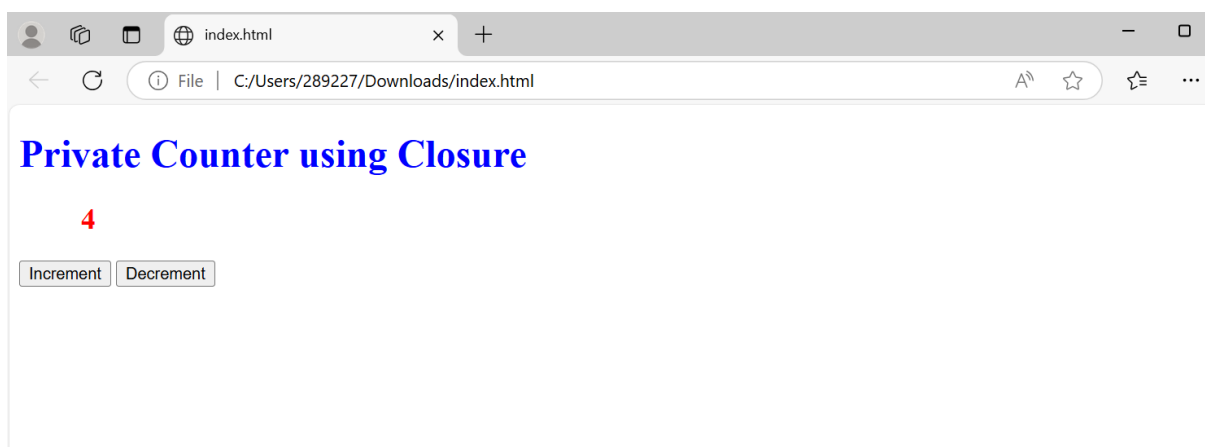
main.js	   	Output
<pre>1 const gfg = (x, y, z = 30) => { 2 console.log(x + " " + y + " " + z); 3 } 4 gfg(10, 20); 5</pre>		10 20 30 === Code Execution Successful ===

4. Create counter function using closures



```
1 function counter() {  
2   let count = 0;  
3   function increment() {  
4     count++;  
5   }  
6   function decrement() {  
7     count--;  
8   }  
9   function modify(val) {  
10    if (val === "1") increment();  
11    else if (val === "0") decrement();  
12    return count;  
13  }  
14  return modify;  
15 }  
16 const closure = counter();  
17 function counterHandler(objButton) {  
18   let count = closure(objButton.value);  
19   document.getElementById("counter_div")  
20     .innerHTML = "<h2>" + count + "</h2>";  
21 }  
22
```

OUTPUT



5. Define an object representing a car with properties and a method.

main.js	   Share	Run	Output
<pre>1 function vehicle(name, maker, engine) { 2 this.name = name; 3 this.maker = maker; 4 this.engine = engine; 5 } 6 let car = new vehicle('GT', 'BMW', '1998cc'); 7 // Property accessors 8 console.log(car.name); 9 console.log(car.maker); 10 console.log(car['engine']); 11</pre>			<pre>GT BMW 1998cc === Code Execution Successful ===</pre>