

OneCompiler

index.js + 1.camelCase and under_score_case

AI NEW JAVASCRIPT RUN

```
1 //camelCase
2
3 let userName = "AliceSmith";
4 let totalPrice = 99.99;
5 let isAccountActive = true;
6 let maxLoginAttempts = 3;
7 let profileImageUrl = "http://example.com/image.jpg";
8
9 //under_score_case
10
11 let user_name = "AliceSmith";
12 let total_price = 99.99;
13 let is_account_active = true;
14 let max_login_attempts = 3;
15 let profile_image_url = "http://example.com/image.jpg";
```

STDIN
ctrl + enter
Input for the program (Optional)
Output:
Program did not output anything!

index.js + 2.Constant Variable

```
1 const pi = 3.14;  
2  
3 console.log(pi);  
4 try {  
5   pi = 3.14159;  
6 } catch (error) {  
7   console.error("Error:", error.message);  
8 }
```

AI NEW JAVASCRIPT RUN

STDIN

Input for the program (Optional)

Output:

3.14

Error: Assignment to constant variable.

InternTribe

JavaScript Task Practice - 2

3.Accessing Elements - JavaScript

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← → ↺ onecompiler.com/javascript/43edhzykf

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index.js + 3.Accessing Elements

AI NEW JAVASCRIPT RUN

```
1 // Declare an array of fruits
2 let fruits = ["apple", "banana", "cherry", "date"];
3 //Accessing Elements
4 console.log(fruits[0]);
5 console.log(fruits[2]);
6 //basic array Using push()
7 fruits.push("elderberry");
8 console.log(fruits);
9 //Using unshift()
10 fruits.unshift("fig");
11 console.log(fruits);
12 //Using pop()
13 let lastFruit = fruits.pop();
14 console.log(lastFruit);
15 console.log(fruits);
16 //Using shift()
17 let firstFruit = fruits.shift();
18 console.log(firstFruit);
19 console.log(fruits);
20 //Length of the Array
21 console.log(fruits.length);
22 //Iterating Over the Array
23 for (let i = 0; i < fruits.length; i++) {
24   console.log(fruits[i]);
25 }
26 //Using forEach()
27 fruits.forEach(function(fruit) {
28   console.log(fruit);
29 });
```

STDIN

Input for the program (Optional)

Output:

apple
cherry
['apple', 'banana', 'cherry', 'date', 'elderberry']
['fig', 'apple', 'banana', 'cherry', 'date', 'elderberry']
elderberry
['fig', 'apple', 'banana', 'cherry', 'date']
fig
['apple', 'banana', 'cherry', 'date']
4
apple
banana
cherry
date
apple
banana
cherry
date


```
1 let number1 = 10;  
2 let number2 = 20;  
3  
4 let sum = number1 + number2;  
5  
6 console.log("The sum of " + number1 + " and " + number2 + " is: " + sum);
```

STDIN


Input for the program (Optional)


Output:

The sum of 10 and 20 is: 30

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index.js +

5.Areaofacircle 

 NEW JAVASCRIPT ▾ RUN ▶ ⋮ ⌕

```
1 function calculateCircleArea(radius) {
2     const pi = Math.PI;
3     const area = pi * Math.pow(radius, 2);
4     return area;
5 }
6 const radius = 5;
7 const area = calculateCircleArea(radius);
8 console.log(`The area of a circle with radius ${radius} is: ${area.toFixed(2)}`);
```

STDIN

Input for the program (Optional)

Output:

The area of a circle with radius 5 is: 78.54

index.js + 6.Areaofrectangle

```
1 function calculateRectangleArea(length, width) {  
2     const area = length * width;  
3     return area;  
4 }  
5 const length = 10;  
6 const width = 5;  
7 const area = calculateRectangleArea(length, width);  
8 console.log(`The area of a rectangle with length ${length} and width ${width} is: ${area}`);
```


AI NEW JAVASCRIPT RUN

STDIN


Input for the program (Optional)




Output:

The area of a rectangle with length 10 and width 5 is: 50

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index.js + 7.AreaofaTriangle 

 NEW  

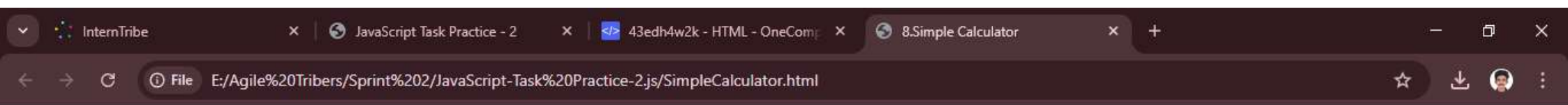
```
1 function calculateTriangleArea(base, height) {  
2     const area = (base * height) / 2;  
3     return area;  
4 }  
5 const base = 8;  
6 const height = 5;  
7 const area = calculateTriangleArea(base, height);  
8 console.log(`The area of a triangle with base ${base} and height ${height} is: ${area}`);
```

STDIN

Input for the program (Optional)

Output:

The area of a triangle with base 8 and height 5 is: 20



Basic Calculator

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index.js + 9.Assignment Operators

```
1
2 let number = 10;
3 console.log(`Initial value: ${number}`);
4
5 number += 5;
6 console.log(`After += 5: ${number}`);
7
8 number -= 3;
9 console.log(`After -= 3: ${number}`);
10
11 number *= 2;
12 console.log(`After *= 2: ${number}`);
13
14 number /= 4;
15 console.log(`After /= 4: ${number}`);
```

AI NEW JAVASCRIPT RUN

STDIN

Input for the program (Optional)

Output:

Initial value: 10
After += 5: 15
After -= 3: 12
After *= 2: 24
After /= 4: 6



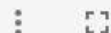
index.js + 10.Increment and Decrement



NEW

JAVASCRIPT

RUN



```
1 let count = 10;  
2 console.log(`Initial value: ${count}`);  
3 count++;  
4 console.log(`After incrementing: ${count}`);  
5 count--;  
6 console.log(`After decrementing: ${count}`);  
7 count++;  
8 console.log(`After incrementing again: ${count}`);  
9 count--;  
10 console.log(`After decrementing again: ${count}`);
```

STDIN

Input for the program (Optional)

Output:

Initial value: 10
After incrementing: 11
After decrementing: 10
After incrementing again: 11
After decrementing again: 10

index.js + 11.Comparison Operators

```
1 let a = 5;
2 let b = '5';
3 console.log(`a == b: ${a == b}`);
4 console.log(`a != b: ${a != b}`);
5 console.log(`a === b: ${a === b}`);
6 console.log(`a !== b: ${a !== b}`);
7 console.log(`a > b: ${a > b}`);
8 console.log(`a < b: ${a < b}`);
9 console.log(`a >= b: ${a >= b}`);
10 console.log(`a <= b: ${a <= b}`);
```

STDIN

Input for the program (Optional)

Output:

a == b: true
a != b: false
a === b: false
a !== b: true
a > b: false
a < b: false
a >= b: true
a <= b: true



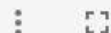
index.js + 12.Boolean Variables



NEW

JAVASCRIPT

RUN



```
1 let isSunny = true;
2 let isWeekend = false;
3
4 console.log(`isSunny && isWeekend: ${isSunny && isWeekend}`);
5 console.log(`isSunny || isWeekend: ${isSunny || isWeekend}`);
6 console.log(`!isSunny: ${!isSunny}`);
7 console.log(`!isWeekend: ${!isWeekend}`);
8 console.log(`isSunny && !isWeekend: ${isSunny && !isWeekend}`);
9 console.log(`!isSunny || isWeekend: ${!isSunny || isWeekend}`);
```

STDIN

Input for the program (Optional)

Output:

```
isSunny && isWeekend: false
isSunny || isWeekend: true
!isSunny: false
!isWeekend: true
isSunny && !isWeekend: true
!isSunny || isWeekend: false
```



index.js + 13.Swap2variables



NEW

JAVASCRIPT

RUN



```
1 let a = 5;  
2 let b = 10;  
3  
4 console.log(`Before swapping: a = ${a}, b = ${b}`);  
5 let temp = a;  
6 a = b;  
7 b = temp;  
8  
9 console.log(`After swapping: a = ${a}, b = ${b}`);
```


STDIN

Input for the program (Optional)


Output:




Before swapping: a = 5, b = 10

After swapping: a = 10, b = 5

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index.js + 14.find the average 

 NEW **JAVASCRIPT**  **RUN** 

```
1 function calculateAverage(numbers) {  
2   if (numbers.length === 0) {  
3     return 0;  
4   }  
5   let sum = 0;  
6   for (let i = 0; i < numbers.length; i++) {  
7     sum += numbers[i];  
8   }  
9   let average = sum / numbers.length;  
10  return average;  
11 }  
12 const numbers = [10, 20, 30, 40, 50];  
13 const average = calculateAverage(numbers);  
14 console.log(`The average of the given numbers is: ${average}`);
```

STDIN

Input for the program (Optional)

Output:

The average of the given numbers is: 30



```
index.js + 15.Add2No 
```

```
1 let a = 10;  
2 let b = 30;  
3 let c = 12;  
4 let d = 3;  
5  
6 let result = ((a + b) * c) / d;  
7  
8 console.log(`The result of ((${a} + ${b}) * ${c}) / ${d} is: ${result}`);
```


AI NEW JAVASCRIPT RUN

STDIN


Input for the program (Optional)




Output:

The result of ((10 + 30) * 12) / 3 is: 160

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index.js + 16.10thMarks 

 AI NEW JAVASCRIPT  RUN 

```
1 let tamil = 85;
2 let english = 90;
3 let maths = 95;
4 let science = 88;
5 let social = 92;
6 let totalMarks = tamil + english + maths + science + social;
7 let averageMarks = totalMarks / 5;
8 console.log(`Total Marks: ${totalMarks}`);
9 console.log(`Average Marks: ${averageMarks.toFixed(2)}`);
```

STDIN

Input for the program (Optional)

Output:

Total Marks: 450
Average Marks: 90.00