

A stylized illustration of a man with dark hair, wearing a yellow sweater and white pants, holding a stack of white papers. He is positioned on the left side of the image, looking towards the right.

# JAVASCRIPT BASIC FUNDAMENTALS

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An illustration of a man with dark hair, wearing a blue long-sleeved shirt, sitting at a desk. He is holding a white notepad and a pen, looking at a large white sheet of paper pinned to the wall with a yellow tape. The paper has the word "AGENDA" written on it in bold black letters. A laptop is open on the desk in front of him.

# AGENDA

1

Datatypes

2

Objects & Arrays

3

DOM Manipulation

4

Truthy & Falsy Values

# DATATYPES

In JavaScript, primitive data types are passed by value, meaning that when you pass a primitive data type to a function or assign it to a variable, a copy of the value is created. Non-primitive data types, on the other hand, are passed by reference, meaning that changes to the object will affect the original data.

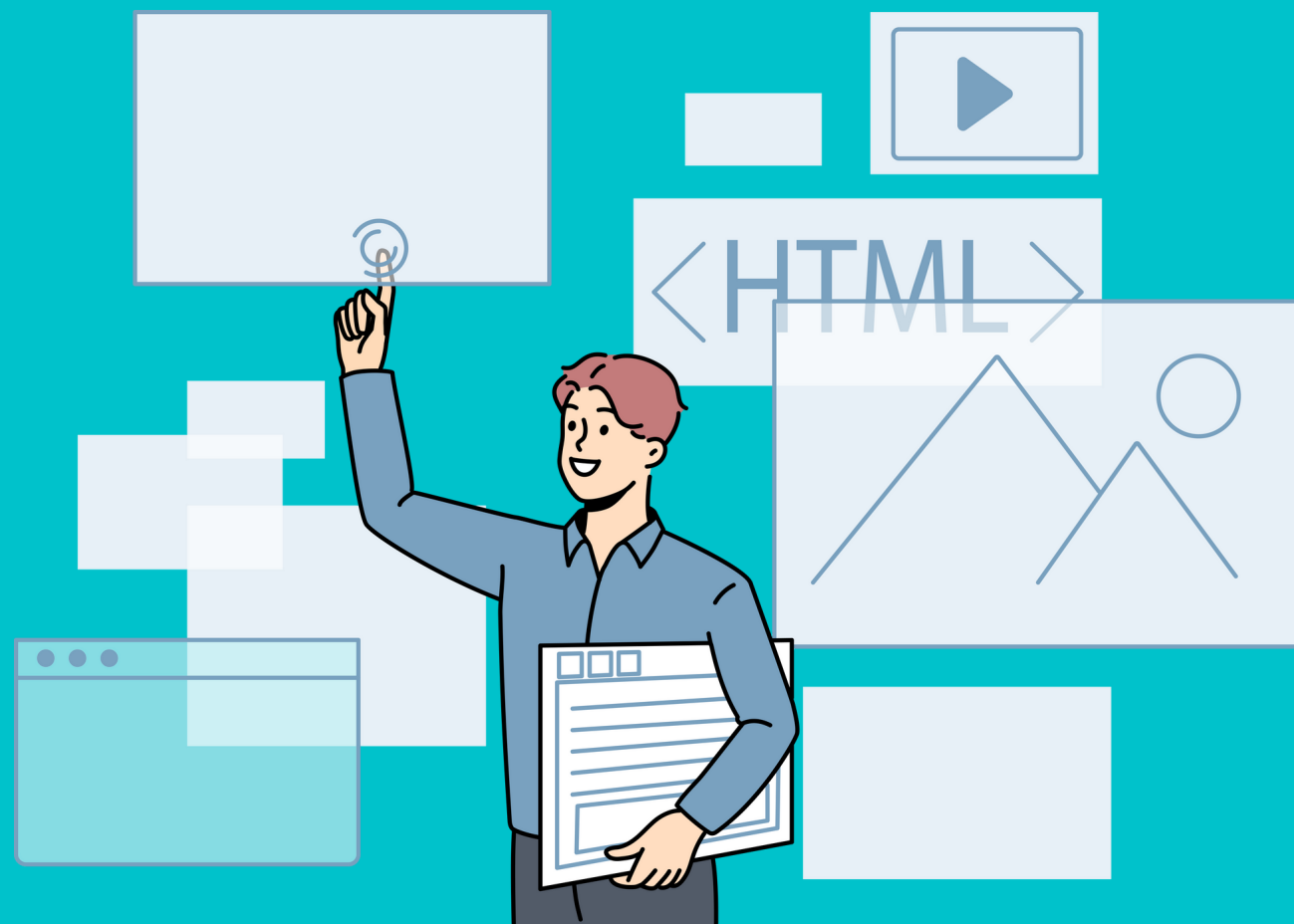
## Primitive

Number  
String  
Null  
Byte  
Boolean  
Undefined

## Non-Primitive

Objects  
Arrays  
Functions

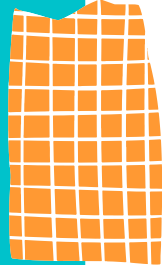
# DOM MANIPULATION



JavaScript DOM (Document Object Model) manipulation refers to the process of using JavaScript to interact with and modify the elements on a web page.

With JavaScript, you can access and manipulate HTML elements on a page, such as adding or removing elements, changing their styles, or updating their contents.

# SELECTING ELEMENTS

A small orange square with a white grid pattern, resembling a sticky note, is positioned to the left of the text.

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`document.getElementById()`  
`document.getElementsByClassName()`  
`document.getElementsByTagName()`  
`document.querySelector()`  
`document.querySelectorAll()`

# MODIFYING ELEMENT CONTENT

`element.innerHTML`

`element.textContent`

`element.insertAdjacentHTML()`

# MODIFYING ELEMENT ATTRIBUTES & STYLES



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`element.getAttribute()`

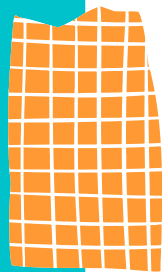
`element.setAttribute()`

`element.style`

`element.classList`

`element.className`

# CREATING AND DELETING ELEMENTS

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```
document.createElement()  
element.appendChild()  
element.removeChild()  
element.replaceChild()  
document.remove()  
document.createTextNode()
```



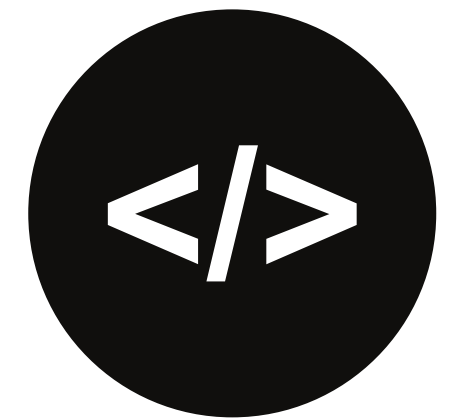


**LET'S  
BEGIN THE  
TEST!**



# TRY IT BY YOUR OWN!

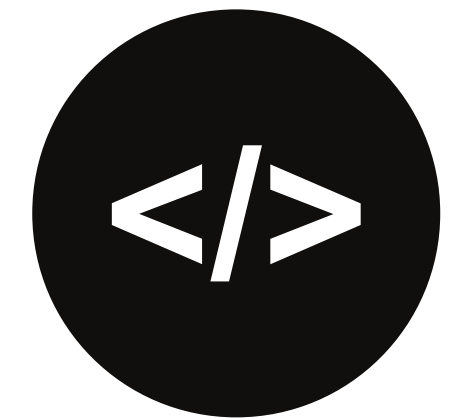
Create an object with one property.  
Declare second object and assign it to  
previous object.  
Change the property of first object.  
Print out the second object and observe the  
output !



```
A = { name: "abc" };  
  
B = A;  
  
console.log("B value before", B);  
  
A.name = "def";  
  
console.log("B value after" , B);
```

# TRY IT BY YOUR OWN!

Create an object with one Boolean property.  
Set it to 1 and 0 vice versa and use it in if  
block as condition and observe the output !



```
A = { name: "abc" , age: 0 };
```

```
if(b.age)
{ console.log("if block")}
else
{ console.log("else block")}
```



66

**Believe. You're halfway there. Keep hustling to the finish line.**





  
**THANK  
YOU!**

Have a  
great day  
ahead.