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Untitled
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta
http-equiv="X-UA-Compatible"
content="IE=edge">
    <meta name="viewport"</pre>
content="width=device-width,
initial-scale=1.0">
    <title>Document</title>
    <script>
        /*function myfunc(){
            var x = 10, y=7;
            var z = x + y;
            document.writeln(z);
        myfunc();*/
        /*-----Anonymous
function---
        var add = function (a,b){
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return a + b;
       }
       document.write(add(10,5))*/
        -----Generator
Function-----
       function * generatefunc(){
           yield 1;
           yield 2;
       var obj = generatefunc();
       for(var i of obj){
           document.write(i +" ");
       }*/
       /*----Generator
Function--without loop with spread
operator-
       function * generatefunc1(){
           yield 1;
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            yield 2;
            yield 3;
        var obj =
[0,...generatefunc1()];
        document.write(obj);*/
        /*----generator function
using constructor-property----
        let construct = {
           from : 1,
           to: 10,
           [Symbol.iterator](){
                return {
                    current:
this.from,
                    last : this.to,
                    next(){
if(this.current <= this.last){</pre>
                            return
{done:false,value:this.current++};
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                      else {
return{done:true};
                  }
              };
document.write([...construct]);*/
/*-----without
arguments----Arrow
functions----
var add = () => {
    document.write(10);
add();*/
 /*-----with
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arguments----Arrow
functions-----
var add = (value) => {
   return value * 5
document.write(add(10));*/
/*-----without return
statement----Arrow
functions-----
var add = (value) => value * 5;
document.write(add(10));*/
/*-----Constructor
function----
var obj = new
Function('a','b','return a + b')
    document.write(obj(10,2));*/
       </script>
</head>
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<body>

</body>

</html>