

JAVASCRIPT:

1. Story of JavaScript | JavaScript History

Brief History of JavaScript

1. 1995 - Birth of JavaScript

- Created by **Brendan Eich (Brendon aaik)** at **Netscape** in just **10 days**.
- First called **Mocha (moka)**, then **LiveScript**, and finally **JavaScript**.

2. 1996-1997 - Standardization

- Netscape gave JavaScript to **ECMA** (European Computer Manufacturers Association) for standardization.
- **ECMAScript (ES)** was born in **1997**.

3. 2000s - Rise of AJAX & Web Apps

- JavaScript became powerful with **AJAX**, allowing web pages to update without reloading.
- Used by big websites like **Google Maps & Gmail**.

4. 2009 - Node.js Revolution

- **Node.js** was created, allowing JavaScript to run on servers, not just browsers.

5. 2015 - ES6 & Modern JavaScript

- ES6 (ECMAScript 2015) introduced new features like **let/const, arrow functions, classes, promises**, etc.
- JavaScript became more powerful & easier to use.

6. Today

- JavaScript is used everywhere: **websites, mobile apps, servers, AI, games, and more**.
- Popular frameworks: **React, Angular, Vue, Express, etc.**

JavaScript is primarily interpreted, but modern JavaScript engines use Just-In-Time (JIT) compilation, making it a mix of both interpreted and compiled behaviour.

Explanation:

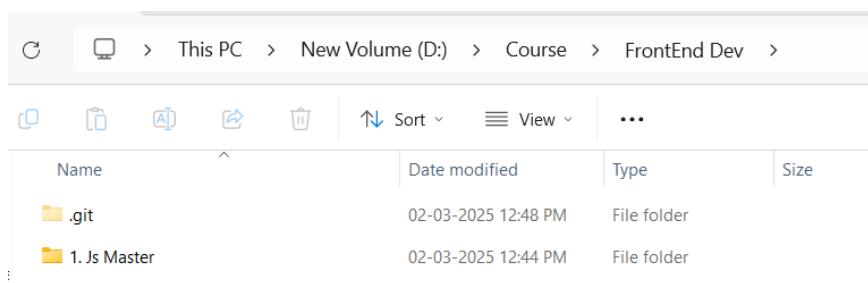
1. Interpreted Nature:

- Originally, JavaScript was executed line-by-line by browsers using an interpreter.
- This made it slower compared to compiled languages like C or Java.

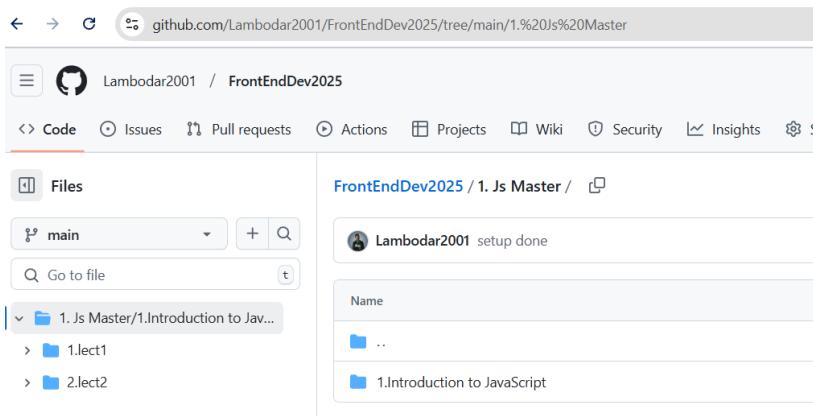
2. JIT Compilation (Modern Approach):

- Modern JavaScript engines (like V8 for Chrome, SpiderMonkey for Firefox) use JIT compilation.
- Instead of purely interpreting JavaScript, the engine compiles frequently used code into **machine code** for better performance.

My notes, basics code file and github repo:



Name	Date modified	Type	Size
.git	02-03-2025 12:48 PM	File folder	
1.Js Master	02-03-2025 12:44 PM	File folder	



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main .. 1.Introduction to JavaScript

2. Ep.02: Introduction to JavaScript

1. Environment setup and run js file:

1. Run in chrome console
2. Run with node js engine which is extracted engine:

```
use command to run js:  
node script.js
```

2. JavaScript Data Types (Short & Simple Notes)

1. Primitive Data Types (Basic & Immutable)

- **Number**

```
let num = 10; (Integers, floats)
```

- **String**

```
let name = "Hello"; (Text, inside "" or '')
```

Backtick Strings (Template Literals) in JavaScript

What is it?

A modern way to write strings using backticks (` `) instead of quotes.

Why use it?

- Allows **multi-line strings**
- Supports **variable interpolation** \${()}
- Makes **string formatting easier**

```
console.log(greeting);
```

```
console.log(sum);
```

Use backticks whenever you need dynamic or multi-line strings!

Syntax & Examples:

```
let name = "John";
```

```
let age = 25;
```

```
// 1. Multi-line string
```

```
let message = `Hello,
```

```
This is a multi-line string!`;
```

```
// 2. String interpolation
```

```
let greeting = `My name is ${name} and I am ${age} years old.`;
```

```
// 3. Expression inside
```

```
let sum = `5 + 5 = ${5 + 5}`;
```

- **Boolean**

```
let isTrue = true; (Only true or false)
```

- **Undefined**

```
let x; (Declared but not assigned)
```

- **Null**

```
let y = null; (Empty, intentional absence of value)
```

- **BigInt**

```
let big = 123n; (For very large numbers)
```

- **Symbol**

```
let sym = Symbol("unique"); (Unique identifier)
```

7 primitive and one non primitive is object then it further divide into

2. Non-Primitive (Reference) Data Types

- **Object**

```
let obj = { key: "value" }; (Collection of properties)
```

- **Array**

```
let arr = [1, 2, 3]; (List of values)
```

- **Function**

```
function sayHello() {} (Reusable block of code)
```

3. Type Conversion in JavaScript:

❖ **Implicit Conversion** : (Type Coercion (को'अश्नू/forcefully))

(JavaScript automatically converts types)

❖ **Explicit Conversion** : (Manual Conversion)

String Conversion:

✓ 1. Implicit Conversion (Type Coercion)

(JavaScript automatically converts types)

```
console.log("5" + 3);    // "53" (Number → String)
console.log("5" - 3);    // 2 (String → Number)
console.log(true + 1);   // 2 (Boolean → Number)
console.log("5" * "2");  // 10 (Both Strings → Numbers)
```

📌 Golden Rule:

- **+ keeps strings as strings.**
- **- , * , / , % try to convert to numbers.**
- **If conversion fails, result is NaN.**

📌 Simple Rules to Remember

1. **+ with a string → Always results in a string (concatenation).**

```
console.log("5" + 3); // "53" (Number converted to String)
console.log("Hello" + 5); // "Hello5"
```

2. **- , * , / , % try to convert strings to numbers.**

```
console.log("10" - "2"); // 8 (Both converted to numbers)
console.log("5" * "2"); // 10 (Both converted to numbers)
console.log("10" / 2); // 5 (String converted to number)
console.log("10" % 3); // 1 (String converted to number)
```

3. **If the string is no**

- Js useful commands

1. console.log('Hello, World!');
2. alert('Hello, World!');
3. typeof(var)