**IMPORTANT POINTS OF JAVASCRIPT**

**Algorithm:**

Logical and concise list of steps required in solving problem

**Array:**

A group of elements sharing a common name.

**Assembler:**

Translates a program written in assembly language into machine language

**Binary Operators:**

This operator require two operands

**Boolean data type**

In consist of two values true and false. JavaScript supports pure Boolean data type and automatically converts true or false in 1 or 0 wherever they are used in numerical expressions

**Compiler**

It translates a program written in high-level languages into assembly language or machine language

**Counter Variable**

This variable keeps track of the number of time a particular operation has been performed

**Data Type**

It decides the amount of memory to be allocated to a variable to store a particular type of data.

**Dry run**

This is manual way of testing an algorithm for its correctness

**Expression**

Combination of an operator and its operand

**Function library**

It is a collection of functions. Typically, each function library contains functions that deal with a specific task

**Function**

It is set of statements, which perform a specific task. Functions may or may not return a value.Every function has a name and an argument list, which is optional

**Flowchart**

It is diagrammatic representation that illustrates the sequence of operations to be performed to arrive at a solution

**Floating point number**

It is used for representing fractional numbers and numbers with positive and negative exponents

**Index**

It indicates the array element, which is to be accessed. The array index starts at 0.

**Initialization**

It is the process of assigning some initial value to a variable.

**Integers**

They are numbers without any decimal portion, that is they are whole numbers and do not contain fractions. Integers can be positive or negative.

**Interpreted language**

An interpreted language is a [programming language](https://en.wikipedia.org/wiki/Programming_language) for which most of its implementations execute instructions directly, without previously [compiling](https://en.wikipedia.org/wiki/Compiler) a [program](https://en.wikipedia.org/wiki/Computer_program) into [machine-language](https://en.wikipedia.org/wiki/Machine_language) instructions. The [interpreter](https://en.wikipedia.org/wiki/Interpreter_(computing)) executes the program directly, translating each statement into a sequence of one or more [subroutines](https://en.wikipedia.org/wiki/Subroutines) already compiled into machine code.

**Looping**

This refers to performing a set of operations repeatedly

**Operators**

Symbols that perform some sort of operations upon data

**Operand**

It is the value on which the operator acts

**Program**

It can be defined as an organizes list of instructions that, when executed, causes the computer to behave in a predetermined manner

**Statement**

It is an instruction to perform some operations and every program is made up of several statements.

**String**

Alphanumeric data in JavaScript is known as String, which is one or more characters enclosed within single or double quotes. If a string begins with single quote then it has to end with single quote. Similarly, if a string begins with double quote it must end with double quote.

**Unary operator**

This operator, which requires only a single operand.

**Unicode**

A standard used for representing characters as integers. Unlike ASCII, which uses 8 bits for each character, Unicode uses 16 bits, which means that it can represent more than 65536 unique characters. It is necessary for some other languages, such as Greek, Chinese and Japanese, which contain more than 256 characters.

**User defined functions**

These are customized functions written by the programmers according to their requirements

**Variables**

It is named area in memory, which is used for temporary storage of data

**Variable declarations**

Some memory is allocated to store a particular type of data that portion of memory will be referred to by the variable name.