1 – Variables are used to store data.

2 – Primitive (Null, Number, Big Int, Boolean, Symbol, String, Undefined) and Non – Primitive(Array, Object).

3 – To declare a variable first and then initialize it.

4 – Don’t Know.

5 – (==) is used to compare values, (===) is used to compare values along with data type (it is used for strict comparison).

6 - + Operator is an arithmetic operator which is used for addition.

Example:-

let a = 1

let b = 1

console.log(a+b);

result :- you will get addition of a and b in console.

7 – <p age="x"></p>

<script>

if ( true || false ) {

document.getElementById("x").innerHTML = "truth";

}

</script>

8 – var, let, const, if, else, null, switch, void, function, return etc.

9 – Object – It stores a key and a value. Array – They store the data in an ordered collection in which the data can be accessed using a numerical index.

10 – 1 – Factory function. 2 – Constructor function. 3 - Arrow function.

11 – It is a scripting language which is used to make websites and webapp dynamic.

12 – Don’t Know.

13 – Programming language - It is a language that is used to communicate with computers using a set of instructions.

Scripting language – It is a programming language that is used to manipulate, customize, and automate the facilities of an existing system.

14 - const n = 5;

for (let i = 1; i <= n; i++) {

console.log(`This is a loop`);

}

15 – Don’t Know.

16 – Don’t Know.

17 – DOM :- Document Object Model – It allows us to create, change, or remove elements from the document.

<p id="p1">This is paragraph.</p>

document.getElementById("p1")

const para1 = document.getElementById("p1");

console.log(para1);

18 – Process that takes place on computer of user is referred as client side.

Process that takes place on server is referred as server side.

19 – Variable which is declared outside of function.

20 – EX:-

var obj = document.getElementById("container");

obj.style.backgroundColor = "lightgray";