**javascript learning**

0. javascript used to build intractive web pages e.g animation, validation etc. javascript run in browser. javascript initial startup only client side development but in 2009 rine (software enginer) build node.js (combined the chrome v8 engine and c++) after that javascript run in server side development.

0. 4 ways to see result in javascript

0. 1) alert()

0. 2) console.log()

0. 3) document.write()

0. 4) document.getElementById().innerHTML

**Note :**

by default work async as Synchronous work but used “defer” then script tag wait until the html tag loaded successfully

**Variables**

**Defination:**

variable is used to store information three types of variables

0. var (again initialize , redefined)

0. let (not again initialize but redefine )

0. const (not again initialize and not redefine)

variable name start with (\_ , $ , a-z , A-Z) after that used number etc

but not included (blank space, number in start and - ) during a variable initialization

**Comments**

**Defination:**

comments are basically exist inside code but not executed during running project.

**Types of Comments**

**Single-line comments**

Single-line comments are used to add comments or notes to your code on a single line.

• They are preceded by two forward slashes (//).

• Single-line comments are used for brief explanations or annotations related to a single line of code.

• Anything after // on the same line is treated as a comment and is not executed by the JavaScript interpreter.

Example:

var x = 5; // This is a single-line comment

**Multi-line comments**

• Multi-line comments are used to add comments or notes that span multiple lines of code.

• They are enclosed within a pair of delimiters, which are typically /\* at the beginning and \*/ at the end.

• Multi-line comments are useful for adding longer explanations, comments on code blocks, or temporarily disabling blocks of code.

Example:

/\*

This is a multi-line comment.

It can span multiple lines.

You can use it to provide detailed explanations.

\*/

var y = 10;