

Basic Problem Solving: Conditional Statements, Iterative Statements, Functions Pre-read



Prior to today's class we have learnt concepts and terminologies of JavaScript and have had hands-on experience with simple application development using the same.

In this session we shall practice around the concepts of conditional statements, iterative statements, and functions. We will understand the usage of these operations and their different variants while implementation.

The expectation with the end of this session would be to gain enough knowledge about the usage.

What are Conditional statements?

Condition statements are used to decide the flow of execution based on specified conditions within a block of code. In JavaScript, we have below enumeration variations of conditional statements:

- If/else-if/else
- Switch case
- Ternary operator



What are Iterative statements?

When a specific code block is to be re-executed for a certain number of times based on specific conditions, we use iterative statements. In JavaScript, we have below available variants for iterative statements:

- for
- for/in
- for/of
- while
- do/while



What are functions?

A function is a set of statements that takes an input, perform the relevant computation based on the statement written. Furthermore, functions are first-class objects, because they can have properties and methods just like any other object. In JavaScript, a function is defined by the following three ways each consisting of function keyword followed by:

- Name of the function
- List of parameters, enclosed within parentheses and separated by commas
- A JavaScript statement enclosed within curly brackets

We can invoke a function in JavaScript in the following ways:

- Function as a statement.
- Function as an expression.
- Function as an arrow function.
- Function using the Function constructor.

In this entire session we will use JSFiddle (<https://jsfiddle.net/>) as the coding playground. Please visit the link before attending the session to have a comfortable experience while coding.