

eg: <!DOCTYPE HTML>

```
<html>
<head>
<meta charset="UTF-8">
<title> using HTML tag </title>
</head>
<body>
<h3> finding sum of two numbers </h3>
<label> First number </label> <br>
<input type="text" id="Abc"> <br>
<label> Second number </label> <br>
<input type="text" id="xyz"> <br>
<button> Addition </button>
```

Designing
coming
from
HTML
now, for
functional
part we
will write
some JS.
code.

```
or
<button onclick="addition()"> Addition </button>
```

```
<script>
    function addition() // defining addn fun.
```

```
{
    let x, y, res; // local variables.
    // Inside fun label
```

```
    x = +firstNum.value // local var. that's why it is called local variables.
    y = secondNum.value // data collection
    res = x + y;
```

```
// document.write("sum is " + res); OR
// console.log("sum is " + res); OR
// alert("Sum is " + res); OR
```

this way
we can
print our
values

A block contains some set of data.

Ex:- <!-- Example on Control statements -->

Control Statement:-

Control stmt are use to control (change) execution flow of program based on user in data.

types:- ^{decision making}
→ conditional stmt (dm) → if.
→ loops (iterations) → while, for, do while.
→ un-conditional (branching) → continue, break, return.

1) conditional statement:-

a) if statement:- Is used to perform decision making operations. means if condⁿ is true, it executes some statements. if condition is false, it executes some other statements.

There are three forms of if statement.

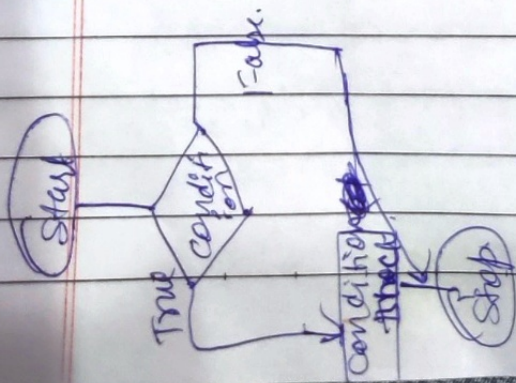
i) simple if.

ii) if else.

iii) if else if (ladder if)

i) if statement:-

if is most basic stmt of decision-making stmt. It tells to program to execute a certain part of code only if particular condition or test case is true.



eg:- <h3> demo no simple if </h3>
<script>

// finding absolute value \rightarrow means -ve value ko true me change krega + positive no positive he rhega.

let n = prompt("enter any no");

if (n < 0) {
n = n * -1;
} // only if condition

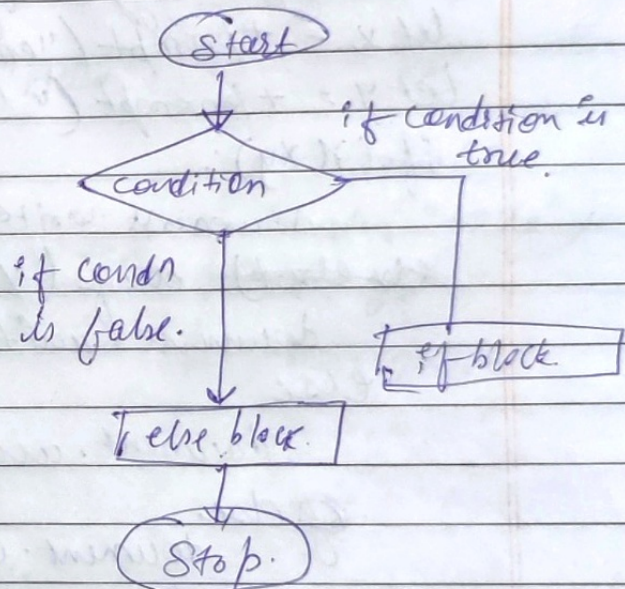
document.write("N val " + n);

</script>

eg:-

if-else statement :-

```
if (condition)
{
    stmt;
}
else
{
    statement;
}
```



eg:- <h3> Demo on if else </h3>

<script>

// checking the number is even & odd.

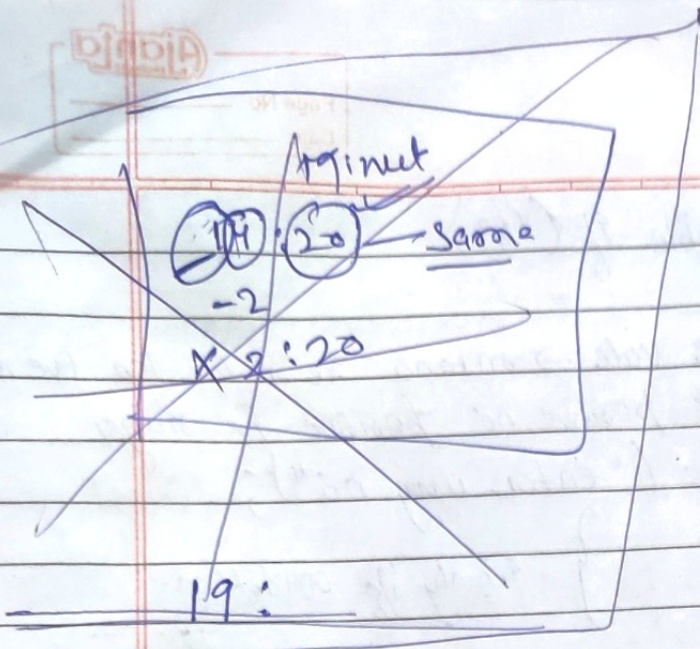
let n = prompt("enter any no");

if (n % 2 == 0) {
document.write(n + " is even no");
}

else {

document.write(n + " is odd no");
}

</script>



if (condition)
{
steps
}
else
{
steps
}

Ex:- (script)

// finding the biggest of two numbers

let x = +prompt("enter first no.");

let y = +prompt("enter 2nd no.");

if (x > y);

document.write("first no. is", x, y);

~~else if (x < y)~~

document.write("second no. is big");

else

document.write("second no. is big");

else

document.write("both are same");

</script>

Switch Statement :-

→ Switch is selection, but, it's not decision making

→ it's better performance.

Synt:-

switch (var / expr)

{

case value: statement

break;

case value : ~~Start~~ ;

case value : ~~Start~~ break ;

Case - to - :

~~default~~ : statements...

}

eg. < h2 > demo no switch < /h2 >

< script >

let d = ~~prompt~~ + prompt ("enter b/w 1 to 7");

Switch (d)

{

case 1 : document.write ('Sunday');

break;

case 2 : document.write ('Monday');

break;

case 3 : document.write ('Tuesday');

break;

case 4 : document.write ('Wednesday');

break;

case 5 : document.write ('Thursday');

break;

case 6 : document.write ('Friday');

break;

case 7 : document.write ('Sat');

break;

default : document.write ('Invalid day');

}

~~if (d == 1)~~

~~else if (d ==~~