Recursion and stack:

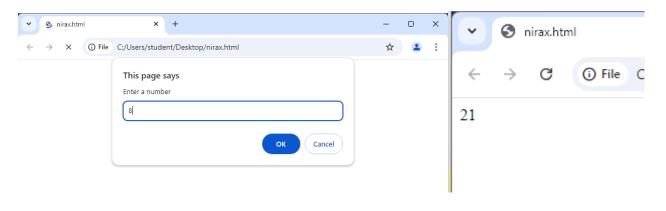
Task 1:

Implement a function to calculate the factorial of a number using recursion.

```
<html>
   <body>
    <script>
        function fun(x){
            if(x===0)return 1;
            return x*fun(x-1);
        document.writeln(fun(5));
    </script>
   </body>
</html>
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```

Task 2:

Write a recursive function to find the nth Fibonacci number.



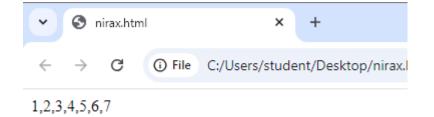
Create a function to determine the total number of ways one can climb a staircase with 1, 2, or 3 steps at a time using recursion.

```
<html>
   <body>
    <script>
        function climb(x){
             if(x===0) return 1;
             if(x< 0) return 0;</pre>
             return climb(x-1)+climb(x-2)+climb(x-3);
        document.writeln(climb(5));
    </script>
   </body>
</html>
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```

Task 4:

Write a recursive function to flatten a nested array structure.

```
<html>
   <body>
    <script>
        function flatten(arr) {
            let result = [];
            for (let element of arr) {
              if (Array.isArray(element)) {
                result = result.concat(flatten(element));
              } else {
                result.push(element);
            }
            return result;
        document.writeln(flatten([1,2,[3,4,5],6,7]));
    </script>
   </body>
</html>
```



Implement the recursive Tower of Hanoi solution.

```
<body>
    <script>
        function towerOfHanoi(n, from_rod, to_rod, aux_rod)
        if (n == 0)
            return;
        towerOfHanoi(n - 1, from_rod, aux_rod, to_rod);
        document.write("Move disk " + n + " from rod " + from_rod +
        " to rod " + to_rod+"<br/>");
        towerOfHanoi(n - 1, aux_rod, to_rod, from_rod);
    var N = 3;
    towerOfHanoi(N, 'A', 'C', 'B');
</script>
   </body>
</html>
       nirax.html
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 Move disk 1 from rod A to rod C
 Move disk 2 from rod A to rod B
 Move disk 1 from rod C to rod B
 Move disk 3 from rod A to rod C
 Move disk 1 from rod B to rod A
 Move disk 2 from rod B to rod C
 Move disk 1 from rod A to rod C
```

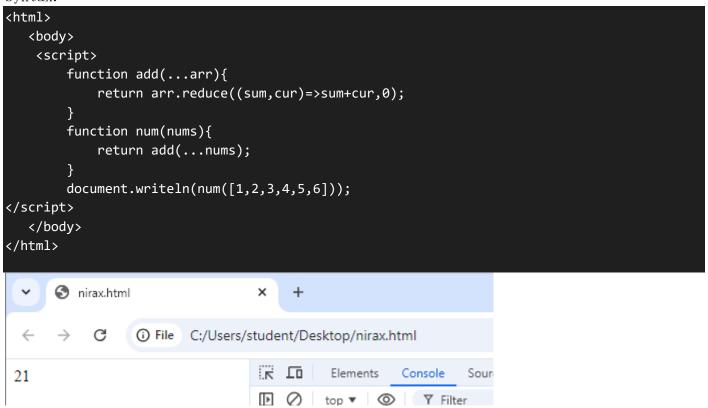
JSON and variable length arguments/spread syntax:

Task 1:

Write a function that takes an arbitrary number of arguments and returns their sum.

Task 2:

Modify a function to accept an array of numbers and return their sum using the spread syntax.



Create a deep clone of an object using JSON methods

```
<html>
   <body>
    <script>
        const std={
            name:"abc",
            roll:123
        };
        const p={...std};
        document.writeln(JSON.stringify(p));
    </script>
   </body>
</html>
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 {"name":"abc","roll":123}
```

Task 4:

Write a function that returns a new object, merging two provided objects using the spread syntax.

```
<<html>
   <body>
    <script>
        const std={
            name: "abc",
            roll:123
        };
        const player={
            name:"xyz",
            num:18
        const p={...std,...player};
        document.writeln(JSON.stringify(p));
    </script>
   </body>
</html>
       nirax.html
                                       +
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 {"name":"xyz","rol1":123,"num":18}
```

Serialize a JavaScript object into a JSON string and then parse it back into an object.

```
<html>
   <body>
    <script>
        const std={
            name:"abc",
            roll:123
        };
        const p=JSON.stringify({...std});
        document.writeln(p+"<br>");
        const x=JSON.parse(p);
        document.writeln(x);
    </script>
   </body>
</html>
       nirax.html
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 {"name":"abc","roll":123}
 [object Object]
```

Closure:

Task 1:

Create a function that returns another function, capturing a local variable.

```
<!DOCTYPE html>
<html>
    <title>Document</title>
<body>
   <script>
       function outer(outerVar) {
       return function inner() {
       console.log(`Captured variable: ${outerVar}`);
   };
const closure = outer("Hello, I am captured!");
closure();
   </script>
</body>
</html>
                  </>
Console
                                             ©
 Default levels ▼
    Captured variable: Hello, I am captured!
                                                  jav
  > |
```

Task 2:

Implement a basic counter function using closure, allowing incrementing and displaying the current count.

```
<!DOCTYPE html>
<html>
   <title>Document</title>
</head>
<body>
   <script>
       function createCounter() {
   let count = 0;
    return {
       increment: function() {
           count++;
       },
       getCount: function() {
           console.log(`Current count: ${count}`);
    };
const counter = createCounter();
counter.increment();
counter.increment();
counter.getCount();
counter.increment();
counter.getCount();
    </script>
</body>
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  Console
             6
  Default level:
     Current count: 2
    Current count: 3
     Live reload enabled.
```

Task 3:

Write a function to create multiple counters, each with its own separate count

```
cnt++;
                },
                getcnt:function (){
                    return cnt;
                }
            };
        const c1=counter();
        const c2=counter();
        c1.inc();
        document.writeln(c1.getcnt());
        c2.inc();
        c2.inc();
        document.writeln(c2.getcnt());
    </script>
</body>
             Document
                                                   127.0.0.1:5500/javascript.html
  12
```

Task 4:

Use closures to create private variables within a function.

```
<!DOCTYPE html>
<html>
    <title>Document</title>
<body>
    <script>
        function createCounter() {
  let count = 0;
  return {
    increment: function() {
      count++;
      console.log(count);
    },
    decrement: function() {
      count--;
      console.log(count);
    getCount: function() {
      return count;
 };
```

```
const counter = createCounter();
counter.increment();
counter.increment();
counter.decrement();
console.log(counter.getCount());
console.log(counter.count);
   </script>
</body>
</html>
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 Default levels ▼ 2 (3)
                    1
                                               javascript.html:14
    2
                                               javascript.html:14
                                               javascript.html:18
    1
                                               javascript.html:31
   undefined
                                               javascript.html:33
   Live reload enabled.
                                               javascript.html:65
```

Task 5:

Build a function factory that generates functions based on some input using closures

```
<!DOCTYPE html>
<html>
    <title>Document</title>
<body>
    <script>
        function createOperation(operator) {
  return function(a, b) {
    switch (operator) {
      case 'add':
        return a + b;
      case 'subtract':
        return a - b;
      case 'multiply':
        return a * b;
      case 'divide':
        if (b === 0) {
          return 'Error: Division by zero';
        return a / b;
      default:
        return 'Invalid operator';
  };
```

```
const add = createOperation('add');
const subtract = createOperation('subtract');
const multiply = createOperation('multiply');
const divide = createOperation('divide');
console.log(add(5, 3));
console.log(subtract(5, 3));
console.log(multiply(5, 3));
console.log(divide(5, 3));
console.log(divide(5, 0));
   </script>
</body>
</html>
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 Default levels
    2
```

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Error: Division by zero Live reload enabled.

Promise, Promises chaining:

Task 1:

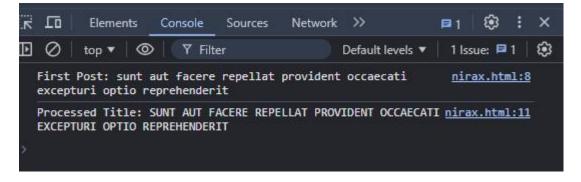
Create a new promise that resolves after a set number of seconds and returns a greeting <html> <body> <script> function greetings(){ return new Promise(()=>{ setTimeout(()=>{ document.writeln("Good afternoon"); },3000) }) let gd1=greetings(); </script> </body> </html> nirax.html (i) File C:/Users/student/Desktop/nirax.html 88

Good afternoon

Task 2:

Fetch data from an API using promises, and then chain another promise to process this data

```
<html>
  <body>
   <script>
       fetch('https://jsonplaceholder.typicode.com/posts')
       .then(response => response.json())
        .then(data => {
       const firstPost = data[0];
       console.log('First Post:', firstPost.title);
       return firstPost.title.toUpperCase(); })
        .then(upperCaseTitle => {
       console.log('Processed Title:', upperCaseTitle);
       })
       .catch(error => {
       console.error('Error fetching data:', error);
       });
   </script>
  </body>
/html>
```



Create a promise that either resolves or rejects based on a random number.

```
<body>
   <script>
       let prom=new Promise((resolve, reject)=>{
           const x=0;
           if(x==0) resolve("Success");
           else resolve("Not successful");
       });
       prom.then(result=>{
           document.writeln(result);
       .catch(error=>{
           document.writelnerror(error);
       });
   </script>
  </body>
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88
Not successful
```

Task 4:

Use Promise all to fetch multiple resources in parallel from an API.

```
.then(response => {
     if (!response.ok) {
       throw new Error(`HTTP error! Status: ${response.status}`);
     return response.json();
   })
    .catch(error => {
     document.writeln(`Error fetching ${url}:`, error);
     throw error;
   });
Promise.all(urls.map(fetchData))
  .then(results => {
   document.writeln('All resources fetched:<br>', JSON.stringify(results));
 })
 .catch(error => {
   document.writeln('Error fetching resources:<br>', JSON.stringify(error));
 });
   </script>
  </body>
```



All resources retened.

[{"userId":1,"id":1,"itile":"delectus aut autem", "completed":false}, {"userId":1,"id":2,"title":"quis ut nam facilis et officia qui", "completed":false}, {"userId":1,"id":3,"title":"fugiat veniam minus", "completed":false}]

Task 5:

Chain multiple promises to perform a series of asynchronous actions in sequence.

```
<html>
  <body>
   <script>
       function task1() {
           return new Promise((resolve, reject) => {
              setTimeout(() => {
                console.log("Task 1 complete");
                resolve("Result from task 1");
              }, 1000);
           });
         function task2(resultFromTask1) {
           return new Promise((resolve, reject) => {
              setTimeout(() => {
                console.log("Task 2 complete, received:", resultFromTask1);
               resolve("Result from task 2");
              }, 1000);
           });
         function task3(resultFromTask2) {
           return new Promise((resolve, reject) => {
              setTimeout(() => {
```

```
console.log("Task 3 complete, received:", resultFromTask2);
               resolve("Result from task 3");
             }, 1000);
           });
         task1()
           .then(result => {
             return task2(result); // Pass result from task1 to task2
           })
           .then(result => {
             return task3(result); // Pass result from task2 to task3
           .then(result => {
             console.log("All tasks completed with final result:", result);
           .catch(error => {
             console.error("An error occurred:", error);
           });
   </script>
  </body>
/html>
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Task 1 complete
                                                         nirax.html:7
   Task 2 complete, received: Result from task 1
                                                         nirax.html:16
   Task 3 complete, received: Result from task 2
                                                         nirax.html:25
   All tasks completed with final result: Result from task 3
                                                         nirax.html:39
```

Async/await:

Task 1:

Rewrite a promise-based function using async/await

```
} catch (error) {
           console.error(error);
       getData();
  </script>
 </body>
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  Data fetched!
                                                nirax.html:15
```

Task 2:

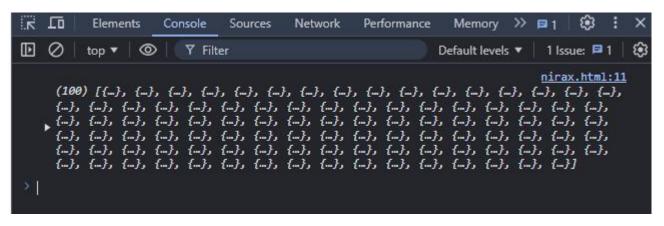
Create an async function that fetches data from an API and processes it.

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Task 3: Implement error handling in an async function using try/catch.

```
const data = await response.json();
    console.log(data);
} catch (error) {
    document.writeln('There was an error:', error.message);
}
}
fetchDataWithErrorHandling();

</script>
</body>
</html>
```



Task 4:

Use async/await in combination with Promise.all.

```
<html>
   <body>
    <script>
        async function fetchMultipleResources() {
            try {
              const urls = [
                'https://jsonplaceholder.typicode.com/posts',
                'https://jsonplaceholder.typicode.com/comments'
              ];
              const [posts, comments] = await Promise.all(urls.map(url =>
fetch(url).then(response => response.json())));
              console.log('Posts:', posts);
              console.log('Comments:', comments);
            } catch (error) {
              console.error('Error fetching resources:', error);
            }
          fetchMultipleResources();
    </script>
   </body>
```

```
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```

Create an async function that waits for multiple asynchronous operations to complete before proceeding



Modules introduction, Export and Import:

Task 1:

Create a module that exports a function, a class, and a variable.

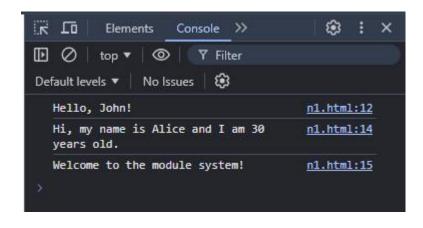
```
export default function sayHello(name) {
   return `Hello, ${name}!`;
}

export class Person {
   constructor(name, age) {
      this.name = name;
      this.age = age;
   }
   greet() {
      return `Hi, my name is ${this.name} and I am ${this.age} years old.`;
   }
}
export const greetingMessage = 'Welcome to the module system!';
```

Task 2:

Import the module in another JavaScript file and use the exported entities

```
<!DOCTYPE html>
<html lang="en">
<head>
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <title>Document</title>
</head>
<body>
   <script type="module">
        import sayHello, { Person, greetingMessage } from './module.js';
        console.log(sayHello('John'));
        const person = new Person('Alice', 30);
        console.log(person.greet());
        console.log(greetingMessage);
    </script>
/body>
/html>
```



Use named exports to export multiple functions from a module.

```
export function sayHello(name) {
   return `Hello, ${name}!`;
}

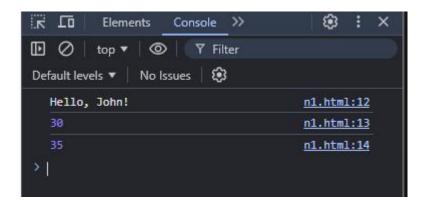
export function add(a,b) {
   return a+b;
}

export function mul(a,b) {
   return a*b;
}
```

Task 4:

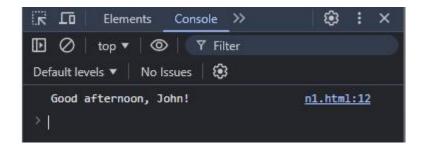
Use named imports to import specific functions from a module.

```
<!DOCTYPE html>
<html lang="en">
<head>
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <title>Document</title>
</head>
<body>
    <script type="module">
        import {sayHello,add,mul} from './module.js';
        console.log(sayHello('John'));
        console.log(add(10,20));
        console.log(mul(5,7));
   </script>
</body>
</html>
```



Use default export and import for a primary function of a module.

```
export default function Greetings(name) {
  return `Good afternoon, ${name}!`;
}
```



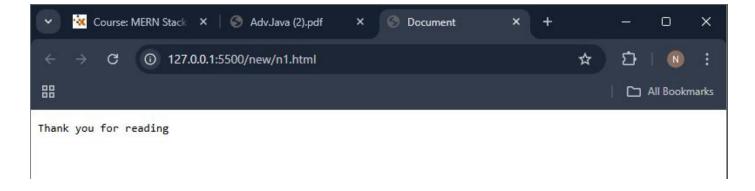
Browser: DOM Basics:

Task 1:

Select an HTML element by its ID and change its content using JavaScript.

Module. js file

document.getElementById("parah").innerHTML="Thank you for reading"



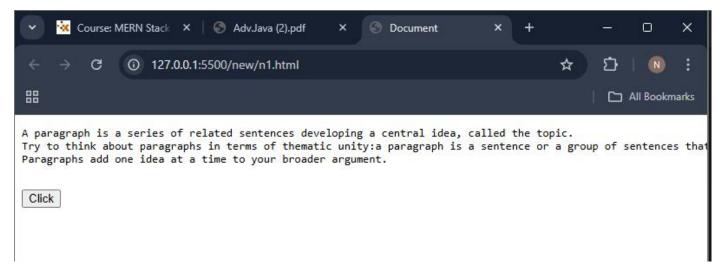
Task 2:

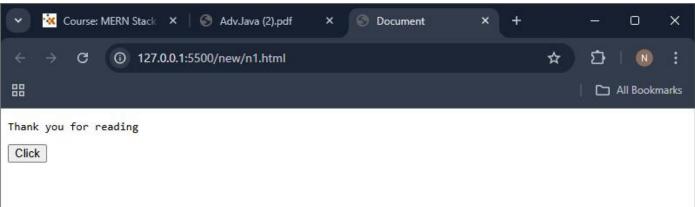
Attach an event listener to a button, making it perform an action when clicked.

```
<!DOCTYPE html>
<html lang="en">
<head>
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <title>Document</title>
</head>
<body>
    A paragraph is a series of related sentences developing a central idea, called the topic.
Try to think about paragraphs in terms of thematic unity:a paragraph is a sentence or a
group of sentences that supports one central, unified idea.
Paragraphs add one idea at a time to your broader argument.
   <script src="module.js">
   </script>
</body>
</html>
```

Module. js file

```
const myb=document.createElement("button");
myb.textContent="Click";
myb.onclick=()=>{
document.getElementById("parah").innerHTML="Thank you for reading"
}
document.body.append(myb);
```

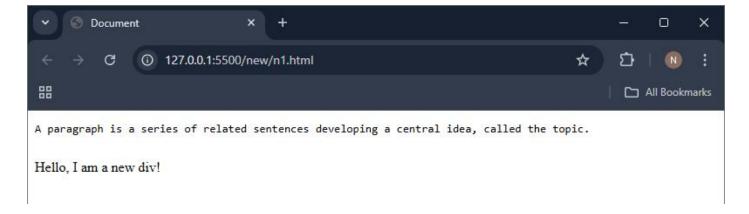




Create a new HTML element and append it to the DOM.

Module. js file

```
const newDiv = document.createElement("div");
newDiv.textContent = "Hello, I am a new div!";
document.body.appendChild(newDiv);
```



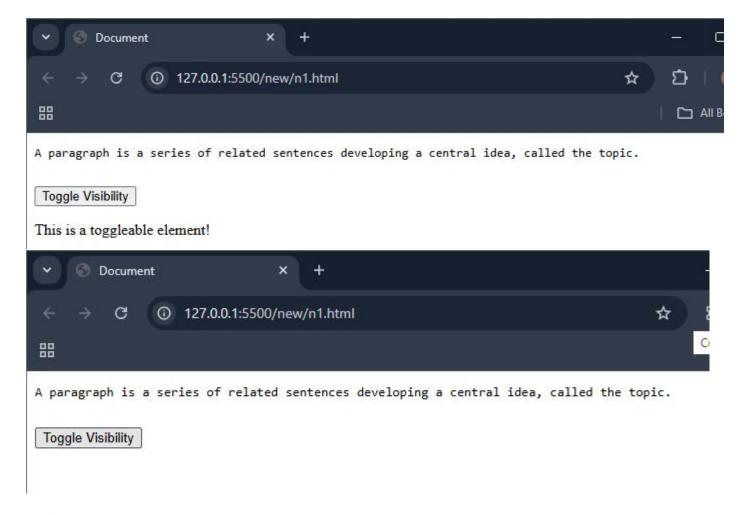
Task 4:

Implement a function to toggle the visibility of an element

```
<!DOCTYPE html>
<html lang="en">
<head>
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <title>Document</title>
<body>
   A paragraph is a series of related sentences developing a central idea, called the topic.
   <button onclick="toggleVisibility('myDiv')">Toggle Visibility</button>
   <div id="myDiv">
       This is a toggleable element!
   </div>
   <script src="module.js">
   </script>
</body>
</html>
```

Module. js file

```
function toggleVisibility(elementId) {
  const element = document.getElementById(elementId);
  if (element.style.display === "none") {
     element.style.display = "block";
  } else {
     element.style.display = "none";
  }
}
```



Use the DOM API to retrieve and modify the attributes of an element.

```
<!DOCTYPE html>
<html lang="en">
<head>
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>DOM Attribute Example</title>
</head>
(body>
   <button id="myButton" class="btn" data-info="1234">Click Me</button>
   <script>
       const button = document.getElementById('myButton');
       button.addEventListener('click', function() {
            console.log('Current Class:', button.getAttribute('class'));
            if (button.getAttribute('class') === 'btn') {
                button.setAttribute('class', 'newClass');
                button.textContent = 'You clicked me!';
            } else {
                button.setAttribute('class', 'btn');
                button.textContent = 'Click Me';
            console.log('Data-info:', button.getAttribute('data-info'));
            if (button.getAttribute('data-info') === '1234') {
                button.setAttribute('data-info', '5678');
            } else {
```

