## TASK 1 OUTPUT:



## TASK 2:

## TASK 3:

```
□1 🕸 : ×
K [0
                 Console
                                 Network >>
        Elements
                         Sources
Default levels ▼ 1 Issue: ■ 1 🛞
  10
                                                    task.html:10
  0
                                                    task.html:11
  25
                                                    task.html:12
  1
                                                    task.html:13
```

#### TASK 4:

```
<html>
<head>
```

## Output:

hellonisha

### TASK 5:

## Output:

#### TASK 6:

## Output:

- Single-Line Comments: Start with // and extend to the end of the line.
- Multi-Line Comments: Start with /\* and end with \*/. They can span multiple lines.
- Documentation Comments: Start with /\*\* and end with \*/. These are used to create formal documentation using Javadoc.

### TASK 7:

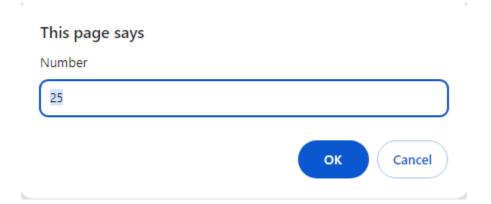
## Output:

The code would work as expected in both cases, because:

- let num = 10 and document.writeln(num) are separate statements, so JavaScript knows the end of each line.
- Similarly, let message = "hi" and document.writeln(message) are understood as separate statements as well.

### TASK 8:

## Output:



Expected number

#### TASK 9:

Output:

hi hello!

**TASK 10:** 

The script is at the top.
The body is present below the script.;

The body is present above the script.

The script is at the bottom.

## **TASK 11:**

Output:



Good Morning

### **TASK 12:**

## Output:

#### **TASK 13:**

```
<html>
        <meta charset="UTF-8">
        <meta name:"viewport" content="width=device-width,initial-scale=1.0">
    </head>
   <body>
      <script>
       "use strict";
          var myVar="hello";
          delete myVar;
           "use strict"
           function myFunction(){
           return "hi";
           delete myFunction;
           "use strict"
           function myFunction(message)
           delete message;
           myFunction(10);
      </script>
    </body>
</html>
```

# Output:

#### **TASK 14:**

### OUTPUT:

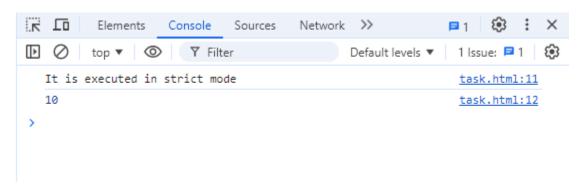
```
Elements Console Sources Network >> □ 1 ② : X

□ O top ▼ ○ ▼ Filter Default levels ▼ 1 Issue: □ 1 ②

hello
hi

task.html:10
task.html:13
```

## **TASK 15:**



```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-</pre>
width,initial-scale=1.0">
</head>
<body>
<script>
let message="Hello World!";
const num=5;
var name="Nisha";
console.log(message);
console.log(num);
console.log(name);
</script>
</body>
</html>
```



## • Use var:

 Only if you need compatibility with older JavaScript environments or if you're working with legacy code.

## • Use let:

• When a variable needs to be reassigned, and its scope should be limited to a block (e.g., within a loop or conditional statement).

#### Use const:

o When the variable's reference should not change after it's initialized, but you might still modify the contents (e.g., objects, arrays).

## **TASK 17:**

```
<html><head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-
width,initial-scale=1.0">
</head>
<body>
<script>
const num=5;
num=10;
console.log(num);
</script>
</body>
</html>
```

## **OUTPUT:**

## **TASK 18:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-
width,initial-scale=1.0">
</head>
<body>
<script>
var a;
```

```
console.log(a);
</script>
</body>
</html>
```

## **TASK 19:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-</pre>
width,initial-scale=1.0">
</head>
<body>
<script>
var name="Hello";
console.log(typeof name);
var num=5;
console.log(typeof num);
var a=true;
console.log(typeof a);
</script>
</body>
</html>
```

```
      Image: Figure 1
      Default levels ▼ 1 Issue: Figure 1
      Image: Figure 236.html:9

      string number boolean
      236.html:11

      boolean
      236.html:13
```

## **TASK 20:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-
width,initial-scale=1.0">
</head>
<body>
<script>
var name="Hello Everyone";
var a=name;
console.log(a);
</script>
</body>
</html>
```

## OUTPUT:

```
Elements Console Sources Network >> □ 1 ② : X

□ O top ▼ ○ ▼ Filter Default levels ▼ 1 Issue: □ 1 ②

Hello Everyone 236.html:10
```

## TASK 21:

```
<html>
<head>
<meta charset="UTF-8">
```

```
<meta name:"viewport" content="width=device-</pre>
width,initial-scale=1.0">
</head>
<body>
<script>
var name="hello";
var num=10;
var a=true;
var n=null;
var b;
console.log( name);
console.log( num);
console.log( a);
console.log( n);
console.log( b);
let student={
    name: "Nisha"
};
console.log(student);
</script>
</body>
</html>
```

```
Elements
                                                   □1 🕸 🗄 ×
                 Console
                         Sources
                                 Network >>
Default levels ▼ 1 Issue: ■ 1 🛞
  hello
                                                     236.html:13
  10
                                                     236.html:14
  true
                                                     236.html:15
  null
                                                     236.html:16
  undefined
                                                     236.html:17
  ▶ Object
                                                     236.html:21
> 1
```

### **TASK 22:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-</pre>
width,initial-scale=1.0">
</head>
<body>
<script>
var name="Hello";
console.log(typeof name);
var num=5;
console.log(typeof num);
var a=true;
console.log(typeof a);
</script>
</body>
</html>
```

#### OUTPUT:

```
      Image: Figure 1
      Default levels ▼
      1 Issue: ■ 1
      Image: B
      1 Issue: ■ 1
      Image: B
      1 Issue: ■ 1
      Image: B
      236.html:9
      236.html:11
      236.html:11
      236.html:13
```

### **TASK 23:**

```
<html>
<head>
<meta charset="UTF-8">
```

```
<meta name:"viewport" content="width=device-
width,initial-scale=1.0">
  </head>
  <body>
  <script>
  var name="Hello";
  console.log(typeof name);
  var num=5;
  console.log(typeof num);
  var a=true;
  console.log(typeof a);
  </script>
  </body>
  </html>
```

```
      Image: Figure 1
      Default levels ▼
      1 Issue: Figure 1
      Image: Figure 236.html:9

      string number boolean
      236.html:11
      236.html:13
```

## **TASK 24:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-
width,initial-scale=1.0">
</head>
<body>
<script>
var a=null;
```

```
console.log(typeof a);
</script>
</body>
</html>
```

**TASK 25:** 

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
var a="HELLO";
let name="Welcome to everyone";
console.log(a );
console.log(name);

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

```
        Image: Figure 1
        Image: Figure 2
        Teller
        Default levels ▼
        1 Issue: Figure 1
        Image: Figure 2
        Image: Figure 3
        Image: Figure 3
```

### **TASK 26:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-</pre>
width,initial-scale=1.0">
</head>
<body>
<script>
var a="42";
var number=a*1;
console.log(number);
let b="25";
let num=Number(b);
console.log(num);
</script>
</body>
</html>
```

### OUTPUT:

```
      Position
      Position
      Default levels
      1 Issue:
      □ 1
      Image:
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
      □ 1
```

## **TASK 27:**

```
<html>
```

```
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-</pre>
width,initial-scale=1.0">
</head>
<body>
<script>
var bool=true;
var str=bool+"";
console.log(str);
let b="hello";
let a=Boolean(b);
console.log(a);
</script>
</body>
</html>
```

```
      Image: Figure 1
      Image: Figure 2
      Image: Figure 3
      <th
```

# TASK 28:

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-
width,initial-scale=1.0">
</head>
</body>
```

```
<script>
let a=7;
let b=10;
console.log(a+b);
console.log(a-b);
console.log(a*b);
console.log(a/b);
</script>
</body>
</html>
```

```
      Image: Figure 1
      Default levels ▼ 1 Issue: Figure 1
      Image: Figure 236.html:10

      17
      236.html:10

      -3
      236.html:11

      70
      236.html:12

      0.7
      236.html:13
```

# TASK 29:

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-
width,initial-scale=1.0">
</head>
<body>
<script>
let a=7;
let b=10;
console.log(a++);
console.log(a);
```

```
console.log(b--);
console.log(b);
</script>
</body>
</html>
```

```
      Position
      Top ▼ | Image: The position of the pos
```

### **TASK 30:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-
width,initial-scale=1.0">
</head>
<body>
<script>
let a=7;
let b=10;
let result=a+b*2 + --a - ++b;
console.log(result);
</script>
</body>
</html>
```

```
      P
      top ▼
      T Filter
      Default levels ▼
      1 Issue: □
      1 Issue: □
      1 Issue: □
      1 Issue: □
      2 Issue: □
      3 Issue: □
      3 Issue: □
      4 Issue: □
      3 Issue: □
      4 Issue: □
```

### **TASK 31:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-</pre>
width,initial-scale=1.0">
</head>
<body>
<script>
let a=7;
let b=10;
console.log(a<b);</pre>
console.log(a>b);
console.log(a<=b);</pre>
console.log(a>=b);
</script>
</body>
</html>
```

## OUTPUT:



### **TASK 32:**

```
<html> <head>
```

```
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-
width,initial-scale=1.0">
</head>
<body>
<script>
let a=20;
let b="20";
console.log(a==b);
console.log(a==b);
</script>
</body>
</html>
```

```
      Image: Image
```

### **TASK 33:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-
width,initial-scale=1.0">
</head>
<body>
<script>
let a="ron";
let b="john";
```

```
console.log(a<b);
console.log(a>b);
console.log(a<=b);
console.log(a>=b);
console.log(a==b);
console.log(a===b);
</script>
</body>
</html>
```

236.html:10
236.html:11
236.html:12
236.html:13
236.html:14
236.html:15

## TASK 34:

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-
width,initial-scale=1.0">
</head>
<body>
<script>
let a=10;
let b="10";
console.log(a!=b);
console.log(a!=b);
</script>
```

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

```
false 236.html:10 true 236.html:11
```

## **TASK 35:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
let a=null;
let b;
console.log(a==b);
console.log(a==b);
</script>
</body>
</html>
```

```
true 236.html:10 false 236.html:11
```

#### **TASK 36:**

## OUTPUT:

It is an even number

## **TASK 37:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
let num=18;
if(num>=0){
    document.writeln("It is positive integer");
}else if(num<=0){</pre>
    document.writeln("It is negative integer");
}else{
    document.writeln("It is an zero");
</script>
</body>
</html>
```

```
It is positive integer
```

## **TASK 38:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name: "viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
let age=prompt("age?",20);
let message=(age<10)?"Hi baby!":
(age<=18)?"Hello junior!": (age>=20)?"Hello senior!":
"Hello!";
alert(message);
</script>
</body>
</html>
```

## **OUTPUT:**

# This page says

age?

20

OK Cancel

# This page says

Hello senior!



### TASK 39:

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
let num=3;
let message=(num%2==0)?"EVEN NUMBER":"ODD NUMBER";
alert(message);
</script>
</body>
</html>
```

## **OUTPUT:**

# This page says

ODD NUMBER



## **TASK 40:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
let num=-5;
let message=(num>=0)?"POSITIVE INTEGER":"NEGATIVE INTEGER";
alert(message);
</script>
</body>
</html>
```

# This page says

NEGATIVE INTEGER



#### **TASK 41:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
let a=10;
let b=20;
console.log(a&&b);
console.log(a||b);
console.log(!a);
</script>
</body>
</html>
```

## **OUTPUT:**

## **TASK 42:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
```

```
let a=25;
let b=12;
let c=30;
if(a>=b && a>=c){
    console.log("A IS BIGGER THAN B AND C ");
}else if(a>=b || a>=c){
    console.log("A IS BIGGER THAN ANYONE DIGIT.");
}else if(!a <=b){
    console.log("A IS SMALLER ONE.");
}else{
    console.log("INVALID");
}
</pre>
```

```
A IS BIGGER THAN ANYONE DIGIT. task.html:14
```

### **TASK 43:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
let boolean=true;
console.log(!boolean);
</script>
</body>
</html>
```

```
false task.html:9
```

#### TASK 44:<html>

```
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
let a=5;
let b=8;
console.log(a&&b);
console.log(a||b);
</script>
</body>
</html>
```

#### OUTPUT:

### TASK 45:

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
let a="hello"&&25;
console.log(a);
let b="hi"||"10";
console.log(b);
</script>
</body>
</html>
```

#### **TASK 46:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
function makeUser(num1,num2){
    return num1 + num2;
}
console.log(makeUser(2,3));
</script>
</body>
</html>
```

## **OUTPUT:**

## **TASK 47:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
let area=function (len,wid){
    return len*wid;
}
console.log(area(2,3));
</script>
</body>
</html>
```

**TASK 48:** 

```
<html>
<head>
<meta charset="UTF-8">
<meta name: "viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
let message=function (){
    document.writeln("Hello");
}
message();
</script>
</body>
</html>
```

OUTPUT:

Hello

TASK 49:

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
let area=function (len,wid){
    return;
}
console.log(area(2,3));
</script>
</body>
</html>
```

```
undefined task.html:11
```

**TASK 50:** 

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
let area=function (len=10,wid=20){
    return len*wid;
}
console.log(area(2,3));
</script>
</body>
</html>
```

**OUTPUT:** 

```
6 task.html:11
```

## TASK 51:

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
let greet=(name)=>{
    return("hello,"+name+"!");
}
console.log(greet("nisha"));
console.log(greet("baby"));
</script>
</body>
</html>
```

```
hello,nisha! task.html:11
hello,baby! task.html:12
```

### TASK 52:

```
<html>
<head>
<meta charset="UTF-8">
<meta name: "viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
let add=(a,b)=>{
    return a+b;
}
console.log(add(5,8));
console.log(add(6,9));
</script>
</body>
</html>
```

## **OUTPUT:**



#### **TASK 53:**

```
<html>
<head>
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
let isEven=(a)=>{
    if(a%2==0){
        return "True";
    }else{
        return "False";
```

```
}
}
console.log(isEven(5));
</script>
</body>
</html>
```

```
False task.html:15
```

TASK 54:

```
<html>
<head>
<meta charset="UTF-8">
<meta name: "viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
let maxValue=(a,b)=>{
    if(a>b){
        return "a is largest";
    }else{
        return "It is not larger";
    }
}
console.log(maxValue(10,5));
</script>
</body>
</html>
```

```
a is largest task.html:15

TASK 55:
```

```
<html> <head>
```

```
<meta charset="UTF-8">
<meta name:"viewport" content="width=device-width,initial-scale=1.0">
</head>
<body>
<script>
let myObject={
    value:10,
    multiplyTradition:function(num){
        return this.value*num;
    multiplyArrow:(num)=>{
        return this.value*num;
    },
};
console.log(myObject.multiplyTradition(7));
console.log(myObject.multiplyArrow(7));
</script>
</body>
</html>
```