

# Console Logs

To write message in console window. Console logs help developers see what's happening in their code in real-time.

## Syntax

```
console.log(message);
```

## Example

```
console.log("Hello, World!");
console.log(42);
console.log(1+2)
console.log("Hello", "how are you", num)
```

Output appears in the browser's developer console.

# Linking JS File to HTML

To use JavaScript in your HTML document, you need to link the JS file using the `<script>` tag.

## Syntax

```
<script src="filename.js"></script>
```

## Example

```
<!DOCTYPE html>
<html>
<head>
  <title>My Page</title>
</head>
<body>
  <h1>Hello World</h1>

  <script src="script.js"></script>
</body>
</html>
```

- ❑ Place the `<script>` tag at the end of the `<body>` for better page load performance.

# Template Literals

They are used to add embedded expressions in a string.

## Syntax

```
string text ${expression} string text
```

## Example

```
let a = 5;  
let b = 10;  
  
console.log(`Your pay ${a + b} rupees`);  
// Output: Your pay 15 rupees
```

```
let pencilPrice = 10;  
let eraserPrice = 5;  
// let output = "The total price is : " + (pencilPrice + eraserPrice) + " Rupees";  
let output = `The total price is : ${pencilPrice} Rupees.`;  
console.log(output);
```

- Template literals use backticks (`) instead of quotes and allow variables and expressions inside \${}.

# Operators in JS

Operators are used to perform operations on variables and values.

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## Arithmetic Operators

```
let x = 10, y = 5;  
console.log(x + y); // 15  
console.log(x - y); // 5  
console.log(x * y); // 50  
console.log(x / y); // 2  
console.log(x % y); // 0
```

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## Unary Operators

```
let a = 5;  
console.log(++a); // 6 (increment)  
console.log(--a); // 5 (decrement)
```

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## Assignment Operators

```
let b = 10;  
b += 5; // b = b + 5 (15)  
b -= 3; // b = b - 3 (12)  
b *= 2; // b = b * 2 (24)
```

# Comparison Operators

Comparison operators compare two values and return a boolean result (true or false).

## Common Comparison Operators

```
== (Equal to)
=== (Strict equal to)
!= (Not equal to)
!== (Strict not equal to)
> (Greater than)
< (Less than)
>= (Greater than or equal to)
<= (Less than or equal to)
```

## Examples

```
let x = 10;
let y = "10";

console.log(x == y); // true (compares value only)
console.log(x === y); // false (compares value and type)
console.log(x != y); // false
console.log(x !== y); // true
console.log(x > 5); // true
console.log(x < 20); // true
```

- ❑ Use `===` (strict equality) instead of `==` to avoid type coercion issues.

# Comparison for Non-Numbers

JavaScript can compare strings using comparison operators. It compares them based on their Unicode values (lexicographic order).

## Comparison for non-numbers

```
> 'a' > 'A'  
↳ true  
  
> 'a' > 'b'  
↳ false  
  
> 'b' < 'c'  
↳ true  
  
> 'B' < 'C'  
↳ true  
  
> '*' < '&'  
↳ false
```

'a' → 61, 'b' → 62 ...  
'A' → 41 'B' → 42 ...

*lowercase*  
'a' - 'z'  
a < b < c < d < e < ...  
A < B < C < D < ...

## How It Works

Strings are compared character by character from left to right. Lowercase letters have higher Unicode values than uppercase letters.

## Examples

```
console.log('a' > 'A'); // true  
console.log('a' > 'b'); // false  
console.log('b' < 'c'); // true  
console.log('B' < 'C'); // true  
console.log('x' > 'X'); // false
```

- For alphabetical comparison: a < b < c < d... and A < B < C < D...

# Conditional Statements in JS

Conditional statements allow you to execute different code based on different conditions.

## Types of Conditional Statements

### if statement

Executes code if a condition is true.

### if-else statement

Executes one block if true, another if false.

### else-if statement

Tests multiple conditions sequentially.

### switch statement

Selects one of many code blocks to execute.

## if Statement Syntax

```
if (condition) {  
    // code to execute if condition is true  
}
```

## if-else Example

```
let age = 18;  
  
if (age >= 18) {  
    console.log("You are an adult");  
} else {  
    console.log("You are a minor");  
}
```

## else-if Example

```
let score = 85;  
  
if (score >= 90) {  
    console.log("Grade: A");  
} else if (score >= 80) {  
    console.log("Grade: B");  
} else if (score >= 70) {  
    console.log("Grade: C");  
} else {  
    console.log("Grade: F");  
}
```

## Example

```
console.log("before my if statement");  
let age = 14;  
if (age >= 18) {  
    console.log("you can vote");  
    console.log("you can drive");  
    let a = 5;  
    console.log(5 * a);  
}  
console.log("after my if statement");
```

# Practice Qs

JS

Qs. Create a traffic light system that shows what to do based on color.

color      red      →      stop

yellow      →      slow Down

green      →      Go



# Practice Qs



**Qs. Create a system to calculate popcorn prices based on the size customer asked for :**

**if size is 'XL', price is Rs. 250**

**if size is 'L', price is Rs. 200**

**if size is 'M', price is Rs. 100**

**if size is 'S', price is Rs. 50**

# Nested if-else

Nesting is writing if-else inside if-else statements. It can have many levels.

## Nested if-else

**Nesting is writing if-else inside if-else statements. It can have many levels.**

**if marks >= 33**

**if marks >= 80**

**print "O"**

**else**

**print "A"**

**else**

**print "better luck next time!"**

## Syntax

```
if (condition1) {  
    if (condition2) {  
        // code if both conditions are true  
    } else {  
        // code if condition1 is true but condition2 is false  
    }  
} else {  
    // code if condition1 is false  
}
```

## Example

```
if (marks >= 33) {  
    if (marks >= 80) {  
        console.log("O");  
    } else {  
        console.log("A");  
    }  
} else {  
    console.log("Better luck next time!");  
}
```

 Nested if-else statements allow you to check multiple conditions at different levels.

# Logical Operators

Logical Operators to **combine expressions**

**&&** Logical AND

(exp1) && (exp2)

```
> true && true  
<- true  
  
> true && false  
<- false  
  
> false && true  
<- false  
  
> false && false  
<- false
```

# Practice Qs

Qs. A "good string" is a string that starts with the letter 'a' & has a length > 3. Write a program to find if a string is good or not.

Qs. Predict the output of following code :

```
let num = 12;

if((num%3 === 0) && ( (num+1 === 15) || (num-1 === 11) ) ) {
    console.log("safe");
} else {
    console.log("unsafe");
}
```

# truthy & falsy

Everything in JS is true or false (in boolean context).

This doesn't mean their value itself is false or true, but they are treated as false or true if taken in boolean context.

## Falsy values

false, 0, -0, On (BigInt value), "" (empty string), null, undefined, NaN

## Truthy values

Everything else

# Switch Statement

Used when we have some fixed values that we need to compare to.

```
let color = "red";

switch(color) {
    case "red" :
        console.log("stop");
        break;
    case "yellow" :
        console.log("slow down");
        break;
    case "green" :
        console.log("GO");
        break;
    default :
        console.log("Broken Light");
}
```

## Practice Qs



**Qs. Use switch statement to print the day of the week using a number variable 'day' with values 1 to 7.**

**1 = Monday, 2 = Tuesday & so on**

# Alert & Prompt

**Alert** displays an alert message on the page.

```
alert("something is wrong!");
```

**Prompt** displays a dialog box that asks user for some input.

```
prompt("please enter your roll no.");
```