

# Javascript

- Javascript is the programming language of the web.
- Javascript is often used to make various web-development projects like making of Swiggy website, designing an amazon clone etc...

## → ways to print in terminals

(i) `console.log("Sunshine")`

- It is used to print the message written under single/double ~~the~~ quotes in the terminals.

eg: `console.log("Sunshine")`



output: Sunshine

- messages can directly be written in the console section under the inspect section.

## → Variables and constant

- Variables in javascript are those terms whose values can be changed.

Eg:  $x = 5 \rightarrow \text{value}$   
       $\underbrace{\phantom{x}}_{\text{variable}}$

$$x = 5$$

(2)

the value of Variable 'x'

can be changed as x can be 9, 10, ...

$$x = 9, x = 5, x = 6, \dots$$

## → Naming convention in Variables in javascript.

(i) Variables names are Case sensitive

eg: ank<sup>i</sup>t , An<sup>i</sup>k<sup>i</sup>t.

These two are different cases as 'a' and 'A' differs.

(ii) Variables names can only include letters, numbers, (-) and \$

eg: @ Ank<sup>i</sup>t12-\$ } X wrong practice.  
Ank<sup>i</sup>t@123 }

eg: Ank<sup>i</sup>t@123 X.

(iii) Beginning of variables can start with letter, ~~number~~ or (-) or \$.

eg: Ank<sup>i</sup>t123 L

123 ank<sup>i</sup>t X

\$ ank<sup>i</sup>t, - ank<sup>i</sup>t L

(iv) Reserved keywords can't be used

eg: console, log X (Wrong practice)

## making of a Variable.

(3)

- Variable names must be meaningful.

eg: `studentName = "Ram";`  
          └───┬───┘      └───┘  
          variable      value

Printing the above :

`console.log(studentName)`

↓ output

Ram

eg: `console = "Manipal";`

↓

Output : Error (used of Reserved keyword)

→ const (constant)

- used to assign constant values to the variables

eg: `const studentID = 9876`

↓ output

9876

updating the values in constant

~~const~~ `studentID = 1923`

↓ output

Error



→ Let

(4)

- Values of let can be changed but within the same block.
- It is a good practice to use 'let'

→ Var

- Var is an old convention to use.

eg:

Var studentName = "Ankit";

↓ output  
(Ankit)

updating the value leads to previous update also.

here  
redecl<sup>n</sup> occur. ← { Var studentName = "Ankit";  
↓  
Var studentName = "Ankit";  
output : (Ankit)