

JavaScript Guide for Beginners to Intermediate Learners

Introduction to JavaScript

JavaScript is a versatile programming language primarily used for web development. It was created by Brendan Eich in 1995 and has since become a cornerstone of web technology, alongside HTML and CSS. JavaScript is used to create interactive and dynamic web pages, server-side applications, and even mobile apps.

Syntax Overview

- Variables: `var`, `let`, `const`
- Data Types: `Number`, `String`, `Boolean`, `Object`, `Undefined`, `Null`
- Comments: Single-line (`//`), Multi-line (`/* */`)
- Operators: Arithmetic, Comparison, Logical

Control Flow

- If-else statements
- Switch statements
- Loops: `for`, `while`, `do-while`

Functions

- Regular functions
- Arrow functions
- Parameters and return values

Objects and Arrays

- Creation and initialization
- Properties and methods
- Nesting objects and arrays

DOM Manipulation

- Basic document access
- Query selectors
- Handling events

JavaScript Properties and Methods

- String methods: `.length`, `.slice()`, `.toUpperCase()`
- Array methods: `.push()`, `.map()`, `.filter()`
- Object methods: `Object.keys()`, `Object.values()`
- Math object: `Math.random()`, `Math.floor()`

ES6+ Concepts

- `let/const`
- Template literals
- Destructuring
- Spread/rest operators
- Modules
- Classes

Event Handling

- `addEventListener`
- Event types
- Bubbling and capturing

Async JavaScript

- Callbacks
- Promises
- `Async/Await` with examples

Real-world Use Cases

- Validation
- Form handling
- Interactive UI

Mini Projects or Practice Examples

- Basic calculator
- To-do list

