Javascript

Brendan Eich. →

JavaScript was invented by Brendan Eich in 1995.

HTML – Content
CSS – Styling

J.S – Interactivity
Scripting language.
(OOP | Modular Coding)

Number, Floats,

Operations: (+) (−) (/) (*) (%)

→ 15 * 2 − 3/1 % 2.

Priority → BODMAS. → (−) (+) (*) Div
Bracket () — of (Mult) (/)

(2)*2

Const → constant
↳ let | var (re Es6 old) (scoping)

let {

Const a = 2;
Const b = 5;
Const c = 7;

let res = 0;
res = (a + b) * c
= (2+5)*7
= 7 * 7

float – 7.345 . . . – –

Const res_2 (float) = 3 (int) / 2 (int) = 1.5

Const res 3 = 1,00,000 = 1,00,000

JavaScript

```
{
//   const a = 10 + 7;
//   console.log(a);
//   console.log(typeof(a))
//   const b = 10/3;
//   console.log(b);
//   console.log(typeof(b))
//   const maxSafe = Number.MAX_SAFE_INTEGER;
//   console.log(maxSafe); // Output: 9007199254740991

//   console.log(Number.isSafeInteger(maxSafe)); // Outpu
//   console.log(Number.isSafeInteger(maxSafe + 1)); // O
//   const largestNum = 9_007_199_254_740_991;
//   console.log(largestNum);

//   const name = "Puneeth"
//   const test = "Test"
//   const space_string = " "

//   console.log(name + " is " +
// test + "ing" );
//   console.log(name + " is " + 100 + 100 + 34 +
// test + "ing" );
//   console.log(name + space_string + test)

//   Boolean - true or false

//   const a = 0; number

//   Logical operator - < > === >= <= !==
  const b1 = "true";
```

a = "true" | b = "false"

d = "true" | c = "false"

a == d | b == c

false | → false

→ Logical Operators

1. == | != 2. < > | 3. <= >=

=== | !==

→ 3 + 2 → '3' + 2

↳ Operands → '32'

→ '3' == 3 ⟹ true / false

'3' === 3 ⟹ true / false

HTML

```
!DOCTYPE html>
html>
head>
  <meta charset="utf
  <meta name="viewpo
  <title>JS Bin</tit
/head>
body>

/body>
/html>
```

```
//   console.log(typeof(a))
//   const b = 10/3;
//   console.log(b);
//   console.log(typeof(b))
//   const maxSafe = Number.MAX_SAFE_INTEGER;
//   console.log(maxSafe); // Output: 9007199254740991

//   console.log(Number.isSafeInteger(maxSafe)); // Outpu
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//   console.log(largestNum);

//   const name = "Puneeth"
//   const test = "Test"
//   const space_string = " "

//   console.log(name + " is " +
// test + "ing" );
//   console.log(name + " is " + 100 + 100 + 34 +
// test + "ing" );
//   console.log(name + space_string + test)

//   Boolean - true or false

//   const a = 0; number

//   Logical operator - < > === >= <= !==
  console.log('2' == 2);
  console.log('2' === 2);
}
```

Console

```
true
false
```

(==) → Data (string/No) check. No type

String, Num

!= !==

Boolean → true / false

1 0

Auto type Conversation

console.log(2 + '2')

⇒ 22

↓ String

Bit wise Shifting Operators | >> — <<

Conditional

If | Switch

if else

if else if

0, 1, 2, 3, ...

```
if (cond1) {
  ==
} else {
  ==
  3
```

```
switch (condition)
case '1' :
  ==
  break;
case '2' :
  ==
default :
  ==
  break;
```

```
if (cond2) {
  ==
} else if (cond3) {
  ==
} else {
  ==
  3
```

break | continue

Keywords → const let

for if while ... -