A function in JavaScript is similar to a procedure—a set of statements that performs a task or calculates a value, but for a procedure to qualify as a function, it should take some input and return an output where there is some obvious relationship between the input and the output. To use a function, you must define it somewhere in the scope from which you wish to call it.

FUNCTIONS

1. Normal functions

```
functions Test(arg1, arg2, ...) {
    :
}
```

2. Arrow function

```
const test2 = () => {
    :
}
```

throw f(0) f(1) f(2)
0 * 1 * 2, 3

fact(n) = n! = n × n-1 × n-2....

f(0) = 1 f(1) = 1 f(2)

f(3) = f(0) * f(1) * f(2) * f(3)
= 1 × 1 × 2 × 3
= 2 × 3
= 6

f(4) f(3) × f(n-1)
= 4 × 6 = 24

f(4) = 4 × f(3)

f(5) = 5 × f(4)

```
function fact(n) {
    return 1 or 0 n==1
}
```

fibonacci

fib = 0, 1, 1, 2, 3, 5, 8, 13 ...

(i-1)+(i-2)

fib(6) = 0

fib(1) = 1

fib(2) = 1

fib(3) = 2

fib(4) = 3

fib(5) = 5

JavaScript

```
// const calcFunction = function fact(n) {
//   if(n === 0 || n === 1) return 1;
//   return n * fact(n-1);
// }


// const resultOf150Factorial = calcFunction(5)
// console.log(resultOf150Factorial)

// console.log(10e4)

// Immediately Invoked Function Expression
(function (a, name, ...args) {
  console.log(args)
  console.log("Self Invoked Function" + a + name)
})(40, "Puneeth", "Adrress lane 1", "8766442134", "560097");
```

Console

```
"Self Invoked Function"
"Self Invoked Function40Puneeth"
"Self Invoked Function40Puneeth"
["Adrress lane 1", "8766442134", "560097"]
"Self Invoked Function40Puneeth"
```

Talking: Puneeth P

5.713e+262.

5.713^{262}

↳ exponent

1_000_000_000

10e9.

Classes

OOP → Inheritance | Polymorphism | Abstraction | Encapsulation.

```
Class Person {
  Constructor (name, age) {
    this.name = name
    this.age = age.
  }
  sayhello () {
    console.("this. name + ' ag' + this.age)
  }
}
```

Abstraction (method whose implementation are not seen)

Inheritance:

```
Class Student extends Person {
  construct (name, age, school) {
    super (name, age)
    this.school = school
  }
  studiesIn ( ) { console.log("In school")
  }
}
```

```
Const brad = new Student ("Brad", 12, St.Joseph)

brad. studyIn() → / Study in St. Joseph
brad. sayHello() →
```

Polymorphism: method (arg1 ....)

Polymorphism:

[1, 2, 3, 4]

(arg1, arg2...) [1, 2]

+, *, -, /

```
Calculate (operation, ...args) {
  if (+
  for [args :]
}
```

Encapsulation → get & setters for class object values

Exceptions :