- 1. Write a function that swaps two numbers without using a temporary variable using bitwise XOR.
- 2. Implement a function that checks whether a number is even or odd using the bitwise AND (`&`) operator.
- 3. Write a function that returns 'true' if a number is a power of 2 using bitwise operations.
- 4. Use the ternary operator to find the largest of three numbers .
- 5. Write a function that uses the nullish coalescing operator (`??`) to return a default value if input is `null` or `undefined`.
- 6. Write a function that determines whether a given year is a leap year using `if-else`.
- 7. Implement a grading system using `switch-case` where:
 - `90-100` → "A"
 - `80-89` → "B"
 - `70-79` → "C"
 - Below `70` → "Fail"
- 8. Create a function that takes a temperature in Celsius and returns:
 - "Cold" if below 10°C
 - "Warm" if between '10°C' and '30°C'
 - "Hot" if above 30°C
- 9. Use a nested ternary operator to determine if a number is positive, negative, or zero.
- 10. Write a function that validates user input for age (age must be a number between `1` and `100`).
- 11. Write a loop that prints all prime numbers from 1 to 100 .
- 12. Implement a function that reverses a string using a 'for' loop.
- 13. Write a function that uses a while loop to calculate the sum of digits of a number.
- 14. Create a function that finds the factorial of a number using a 'do-while' loop.
- 15. Write a function that removes duplicate elements from an array using a loop.
- 16. Use a 'for...in' loop to print all key-value pairs in an object.
- 17. Implement a recursive function to find the nth Fibonacci number.

- 18. Create a curried function for summing three numbers like 'sum(2)(3)(4) \rightarrow 9'.
- 19. Convert a normal function to an arrow function that squares a number.
- 20. Write a JavaScript program that:
 - Creates a `<button>` element
 - Adds text `"Click Me"`
 - Attaches a click event that changes the button text to `"Clicked!"`
- 21. Implement a function that dynamically creates an unordered list `` from an array of strings and appends it to the document body.