**JavaScript Documentation**

**JavaScript [JS] :**

JavaScript is a programming language that follow ECMA Script standards.

JavaScript provides the functionality of programming the behaviour of webpages and also provide interactivity in the webpage.

**<script> tag:**

The code of javascript is included through script tag (<script></script>) in the head or at the end of the body.

**Example:**

<script>

// JS code

</script>

Or

<script src=”path/filename.js”></script>

**JS Display :**

JavaScript can "display" data in different ways:

* Writing into an HTML element, using innerHTML.
* Writing into the HTML output using document.write().
* Writing into an alert box, using window.alert().
* Writing into the browser console, using console.log().

**JS Statements :**

The JS statements and keywords are similar to a regular programming languages the declarations, methods, assignments, operations etc.

**JS Values:**

Numbers, strings, variables etc

**Comments in JS :**

// for single line

/\*\*/ for multi line comments

**Variables in JS:**

ES5 version provided ‘var’ which is used for fixed and variable values.

ES6 version provided ‘let’ for variable values, and ‘const’ for fixed values[you can’t change the value once it is assigned].

**Operators in JS:**

Similar to regular programming languages.

[ +, -, \*, / , +=, /=, ++, -- etc]

**DataTypes in JS:**

Number, String, Object{ name: ‘Ravi’, age: ‘20’}, Booleans(true, false), Arrays[“ravi”, “teja”],

**JS Functions:**

It follows by a function keyword and functionname.

**Example:**

function name(parameter1, parameter2, parameter3) {  
  // code to be executed  
}

or ES6 method

functionname = () => {  
  return "Hello World!";  
}

**HTML Events:**

Event like clicking, hovering etc can be triggered on page using JavaScript.

<element event=**"some JavaScript"**>

Conditional Statement in JS:

* Use if to specify a block of code to be executed, if a specified condition is true
* Use else to specify a block of code to be executed, if the same condition is false
* Use else if to specify a new condition to test, if the first condition is false
* Use switch to specify many alternative blocks of code to be executed

**Switch in JS:**

**Example:**

switch(expression) {  
  case x:  
    // code block  
    break;  
  case y:  
    // code block  
    break;  
  default:  
    // code block  
}

**Loops in JS:**

for : [for(i = 0; i < length; i++){}, for(key in object){} , for (variable of iterable){}] , while, foreach.