Day 02

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Datatypes in Javascript.

1. Number
2. String
3. Boolean
4. Null
5. Undefined
6.
7.

String

```
Let name = "Thor";
Let weapon = "stormbreak";

To concatenate two string we use (+).

consologe.log(name + " " + weapon);
Thor stormbreaker.
```

- We can also store the data into a variable and refriene it.

```
Let data L = name + " has" + weapon;
console.log(data1);

// templating way of concatinating Strings.

Let data2 = `superhero ${name} has
${weapon}`;
```

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Comment - select the part you want to comment and ctrl + /

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↳ use of back ticks ` `

↳ and to print any variable's value we use ${ }

${ varname } or ${ variable }

```
Let age = 12;
Let data = `my age is ${age}`;
console.log(data);
```

Mixing html with templating.

Templating makes it easy to mix html and javascript variables.

```
Let data3 = <h1>${name}</h1>;
console.log(data3);
```

Basics string functions

- **length** → will give you the length of the string

```
console.log(weapon.length);
Console.log("length is" + weapon.length);
```

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- replace() → To replace something from the string.

```
console.log (weapon.replace ("r", "a"));
```

↓

(It will replace r by a from particular string).

It needs two argument one will be replaced and other will replace it.

- Index of() ; → To find index of particular string.

```
let index = weapon.indexOf("r");
console.log (index);
```

- substr() ; → It will get you a portion from the string.

```
let sub = weapon.substr (0,4);
console.log (sub);
```

It start from 0 and cut till 3rd index and printed the (0-4) part of the string.

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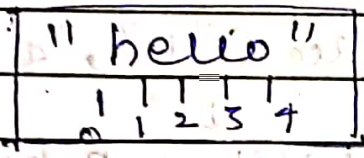
In Javascript strings are also treated as array.




```
Let data = "hello";
console.log(data[0]);
→ h
```

```
console.log(data[2]);
→ l
```

```
Let data = "hello";
console.log(data.substr(1,4));
```

Arrays

Collection of elements of same types.

```
Let data = ["laptop","mouse","Keyboard"];
Let numbers [23,45,67,89];
```

```
console.log(data[1]);
→ mouse.
```

```
Let data2 = ["laptop", true, 23]
```

↳ It will work like an array but it is not an array, or has collection of elements in the same type.

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To find the length of array
console.log(data.length);

- Slice

console.log(data.slice(0,2));
→ Two argument (0 to 1th index will get printed.)

Control Statements

- Loops
- conditions

Loops
↳ help user to execute a particular code or statement multiple times.

Loop contains :-
(i) start
(ii) condition

Loops
- while
- do while
- for

→ entry control loop.

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Post increment.
Pre increment.

array in loop.

Let data = {" ", " ", " ", " ", " "};

```
for (let i = 0; i < data.length; i++)
    {
        console.log(data[i]);
    }
```

foreach.

```
data.forEach(function(ele))
    {
        console.log(ele);
    }
```

for each loop travel through the array's each element.

data.forEach. will
(for data array) forEach work

OR

```
data.forEach(function(a))
    {
        console.log(a);
    });
```

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Booleans.

true or false

```
Let a = 2;
Let b = 5;
console.log (a==b);
console.log (a<=b);

if (a<b)
  {
    console.log("hello!");
  }
else
  {
    console.log ("invalid");
  }
```

We should don't have to write anything between if and else.

```
Let grade = 70;
if (grade >=70)
{ console.log ("first class");
}
else if (        )
{

  } else { }
```

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Null	Undefined
Null is provided by user.	Undefined is provided by the system.

```
Let data = null;
Console.log(data);

Let number = Number("1.5");
Console.log(number);
```

NaN — error when you try to use something that is not an number.