**TRAINING**

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Git – it is a version controller , it is used to keep track on code

Git-hub – used to store and manage code (cloud storage)

Git-bash –

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Git is divided into to parts – 1) local repo and cloud

Local repo is divided into to parts – 1) un-tracked files 2) tracked files

Untracked files - create ,update , delete (these will be in local repo).

Command to convert untracked to Tracked files – git add file-name or git add . and git commit -m

Git remote add origin http-path (origin = github) --- It to create

Git push-u origin master/main (u = upstream which means sending byte by byte)

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**Variables:** are used to store data

1. Static typed and dynamic type:

Case sensitive

Start with letters , \_ , $

Cant start with numbers

Reserved words are not allowed

**Declaration of variables:**

1. Var
2. Let
3. Const

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Datatypes:

1)Dynamic type language

Two types:

1)Primitive data type

2)Non – primitive data types: Objects, Arrays

**To check the data type -TypeOf:**

**Primitive data type**: Predefined; we can only store the single values

**1)Numbers:** integers, floats

**2) String:** stream of characters enclosed in quotes --- single, double, backtick quotes. Backtick introduced in ES6 version

**3)Boolean:** true or false.

**4)Null:** empty value or no value.

**5) Undefined:** declared variable with no value.

6) **condition:** An expression that evaluates the result (true or false)

7)**conditional Statements:** to make a set of instructions that execute when the condition is true.

**Indentation:** {

//block of code

}

If : only one condition is possible.

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***JavaScript operators:***

**1)Arithematic operators : + , - , \*,**

Divison - / (Q)

Modulus - % (R)

Exponential - \*\*

**2) Logical operators: && , ||**

**3) Relational Operators: > ,< , <= , >= , == (it checks value), === (it checks datatype) ,!== , !===**

**4) Conditional operator ; Ternary operator(?)**

**Window methods:**

**Prompt:** is used to take input from user. And the default datatype is string

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**Conditional statements:**

To make the set of instructions execute only when the condition is true.

**Block of code:** set of instructions.

It will execute when the specific condition is true.

Condition: An expression that evaluates a result (True or False)

Ex: Console.log (5>6)

Switch :

Syntax :

Switch(variable/expression){

Case value 1 :

//block of code for case 1

Break;

Case value 2:

//block of code for case 1

Break;

Default:

//body of default

}

No of students = 10

I student = 9

10 \* 9 = 90