

NAME : SUDHIKSHA V

REG NO : 717823E257

DEPT : ELECTRICAL AND ELETRONICS ENGINEERING

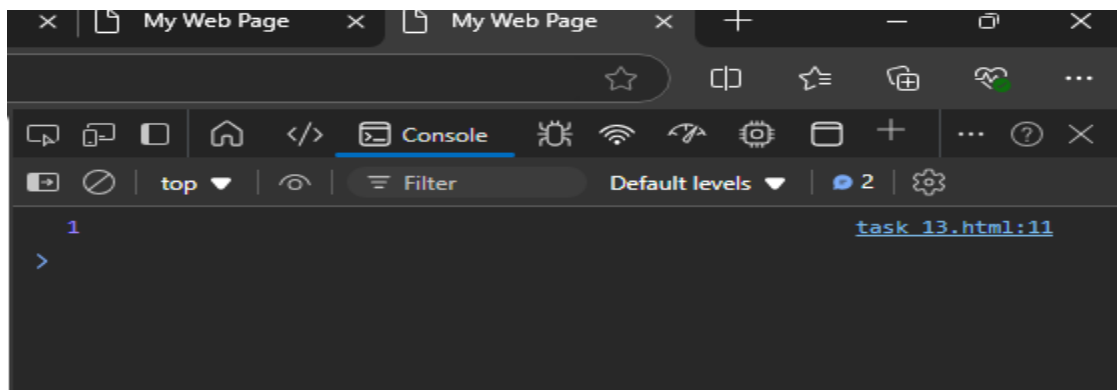
MERN STACK TASK 11-20

TASK 11 : Write a script without using “use strict” and try to assign a value to an undeclared variable. Note the result.

Program :

```
<!DOCTYPE html>
<html>
  <head>
    <title>
      My Web Page
    </title>
  </head>
  <body>
    <script>
      a=1;
      console.log(a);
    </script>
  </body>
</html>
```

Output :

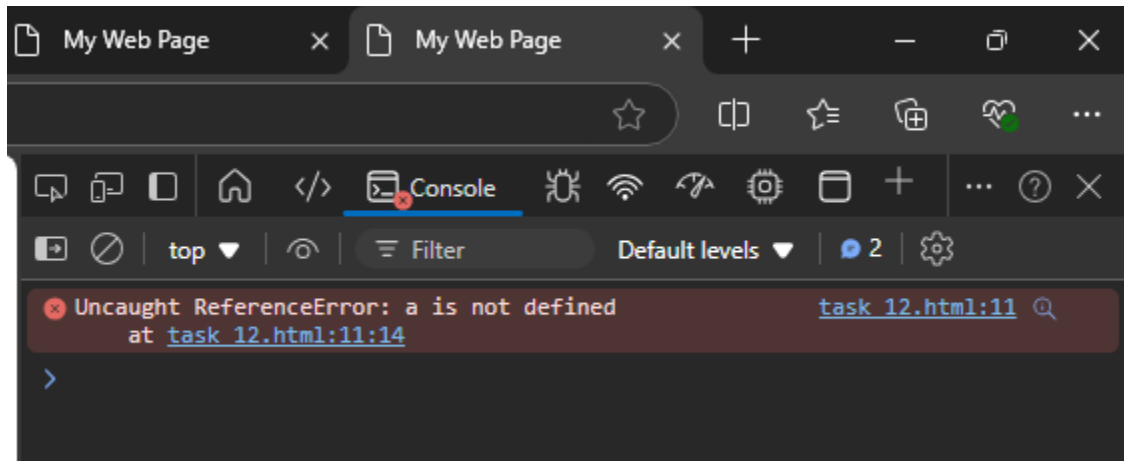


TASK 12 : Enable “use strict” mode and repeat the above action, noting the difference.

Program :

```
<!DOCTYPE html>
<html>
  <head>
    <title>
      My Web Page
    </title>
  </head>
  <body>
    <script>
      "use strict";
      a=14;
      console.log(a);
    </script>
  </body>
</html>
```

Output :



TASK 13 : In “use strict” mode, try to delete a variable, function, or function parameter

Program :

```
<!DOCTYPE html>
<html>
  <head>
    <title>
```

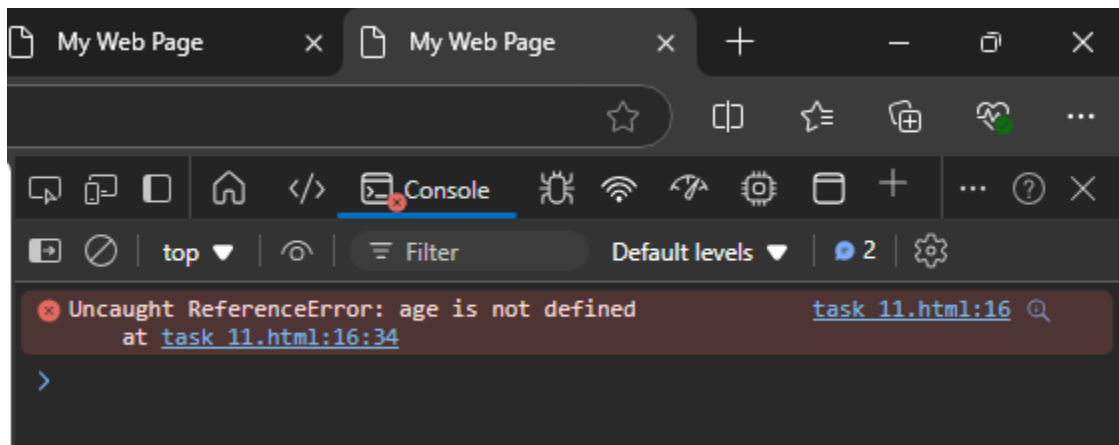
```

        My Web Page
    </title>
</head>
<body>
    <script>
        "use strict";
        let s={
            age:"18",
            house:"selvapuram",

        };
        console.log(s.delete(age));
        console.log(s.delete(house));
    </script>
</body>
</html>

```

Output :



TASK 14 : Assign a value to an undeclared variable without “use strict” and then with “use strict”.

Program :

```

<!DOCTYPE html>
<html>
    <head>
        <title>
            My Web Page
        </title>
    </head>
    <body>
        <script>
            a=20;

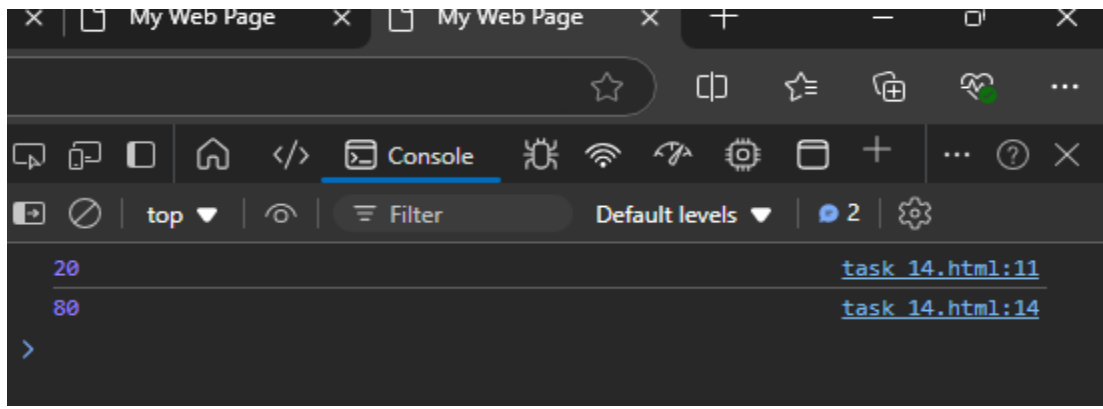
```

```

        console.log(a);
        "use strict";
        b=80;
        console.log(b);
    </script>
</body>
</html>

```

Output :



TASK 15 : Declare a variable with a reserved keyword in “use strict” mode.

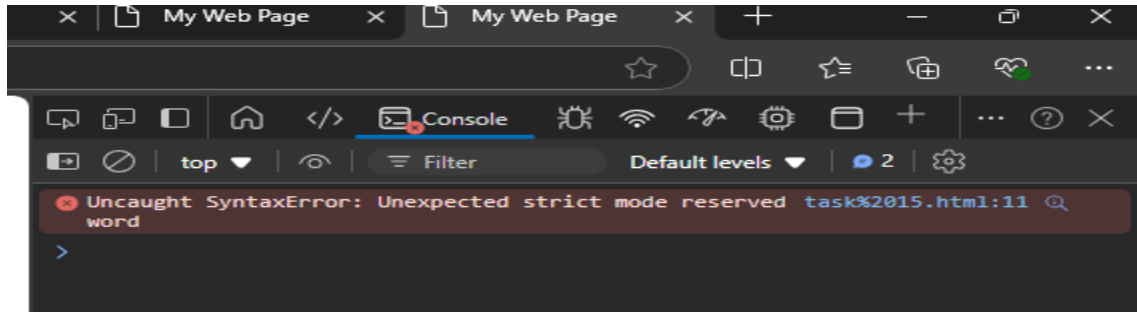
Program :

```

<!DOCTYPE html>
<html>
    <head>
        <title>
            My Web Page
        </title>
    </head>
    <body>
        <script>
            "use strict";
            let private=90;
            console.log(private);
            let public=89;
            console.log(public);
            let interface=78;
            console.log(interface);
        </script>
    </body>
</html>

```

Output :

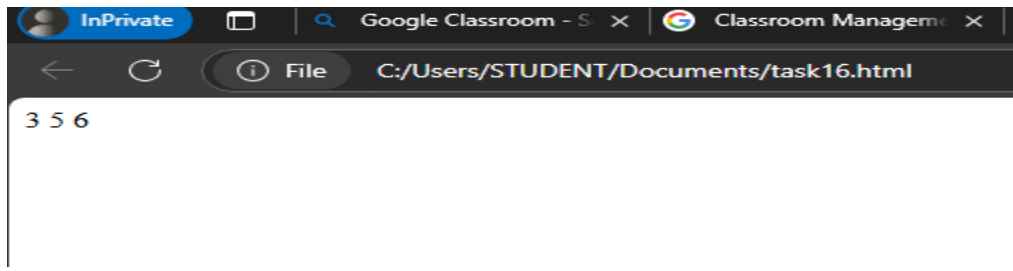


TASK 16 : Declare variables using let, const, and var. Discuss when each should be used.

Program :

```
<!DOCTYPE html>
<html>
  <head>
    <title>
      My Web Page
    </title>
  </head>
  <body>
    <script>
      let x = 2;
      x = 3;
      var y = 4;
      var y = 5;
      const z = 6;
      document.writeln(x);
      document.writeln(y);
      document.writeln(z);
    </script>
  </body>
</html>
```

Output :

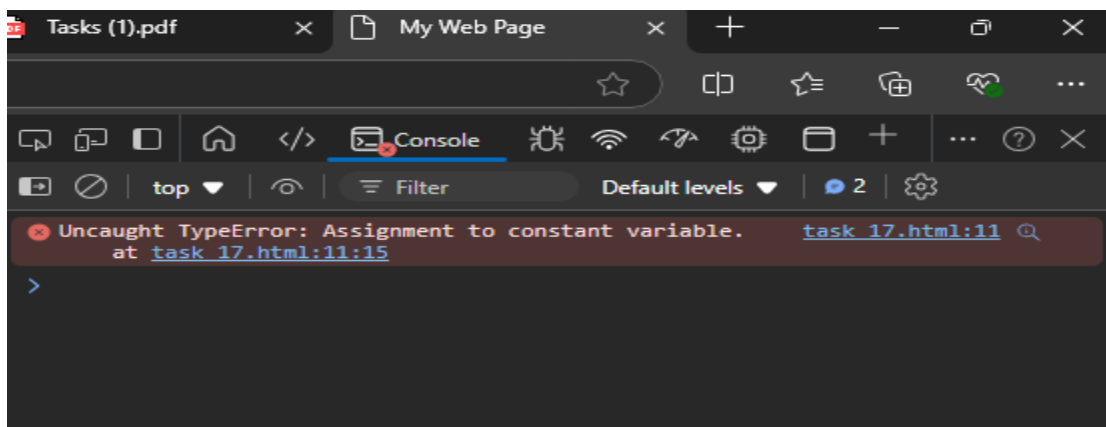


TASK 17 : Attempt to reassign a const variable and observe the result.

Program :

```
<!DOCTYPE html>
<html>
  <head>
    <title>
      My Web Page
    </title>
  </head>
  <body>
    <script>
      const z = 6;
      z = 7;
      console.log(z);
    </script>
  </body>
</html>
```

Output :

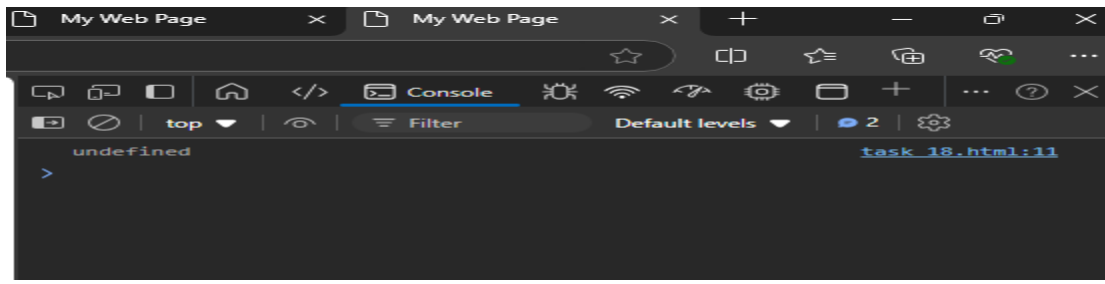


TASK 18 : Declare a variable without initializing it and print its value.

Program :

```
<!DOCTYPE html>
<html>
  <head>
    <title>
      My Web Page
    </title>
  </head>
  <body>
    <script>
      var z ;
      console.log(z);
    </script>
  </body>
</html>
```

Output :



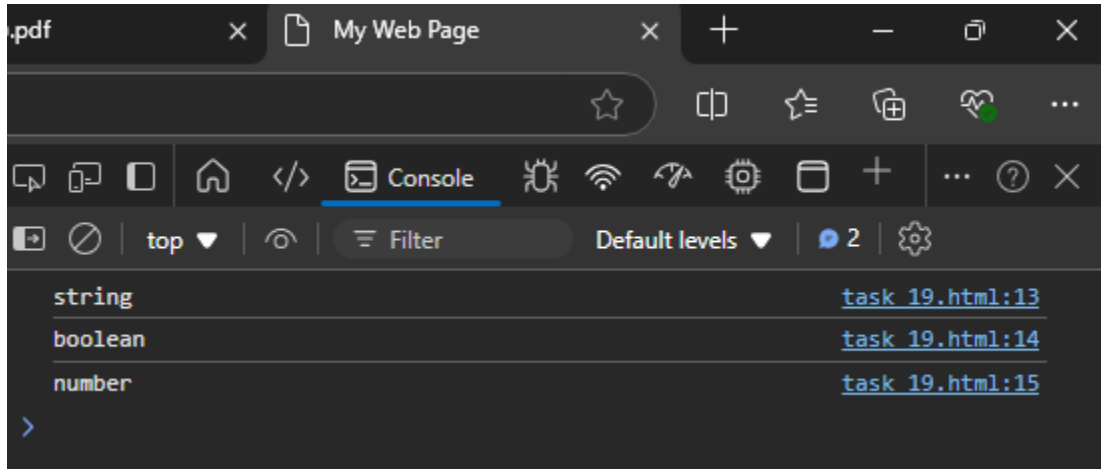
TASK 19 : Assign a number, string, and boolean value to a variable and print its type using typeof.

Program :

```
<!DOCTYPE html>
<html>
  <head>
    <title>
      My Web Page
    </title>
  </head>
  <body>
    <script>
      let z = 10;
      let y = true;
      let x = 'hi';
      console.log(typeof(x));
      console.log(typeof(y));
      console.log(typeof(z));
    </script>
  </body>
</html>
```

```
        </script>
    </body>
</html>
```

Output :



TASK 20 : Rename a variable and observe the outcome.

Program :

```
<!DOCTYPE html>
<html>
  <head>
    <title>
      My Web Page
    </title>
  </head>
  <body>
    <script>
      let z = 10;
      let y = z;
      console.log(y);
    </script>
  </body>
</html>
```

Output :

