

1. JavaScript Basics & Setup

HTML:

html

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```
<script src="main.js"></script>
```

main.js:

javascript

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```
console.log("Welcome to the Community Portal");
```

```
window.onload = function() {  
    alert("Page fully loaded");  
};
```

2. Syntax, Data Types, and Operators

javascript

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```
const eventName = "Community Yoga Session";
```

```
const eventDate = "2025-06-10";
```

```
let seatsAvailable = 25;
```

```
console.log(`${eventName} on ${eventDate} has ${seatsAvailable} seats.`);
```

```
// On registration
```

```
seatsAvailable--;
```

3. Conditionals, Loops, and Error Handling

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```
const events = [  
  { name: "Yoga", date: "2025-06-10", seats: 5 },  
  { name: "Coding Workshop", date: "2024-05-01", seats: 0 }  
];
```

```
events.forEach(event => {  
  const today = new Date().toISOString().split("T")[0];  
  if (event.date >= today && event.seats > 0) {  
    console.log(`${event.name} is available`);  
  } else {  
    console.log(`${event.name} is not available`);  
  }  
});
```

```
function register(event) {  
  try {  
    if (event.seats <= 0) throw "No seats available";  
    event.seats--;  
  } catch (err) {  
    console.error("Registration error:", err);  
  }  
}
```

4. Functions, Scope, Closures, Higher-Order Functions

javascript

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```
function addEvent(name, category) {
```

```
    return { name, category };
  }

function registerUser(eventName) {
  console.log(`User registered for ${eventName}`);
}

function filterEventsByCategory(events, category) {
  return events.filter(e => e.category === category);
}

// Closure example
function createCategoryCounter() {
  let count = 0;
  return function () {
    count++;
    return count;
  };
}

const musicCounter = createCategoryCounter();
```

5. Objects and Prototypes

javascript

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```
function Event(name, date, seats) {

  this.name = name;

  this.date = date;

  this.seats = seats;
```

```
}
```

```
Event.prototype.checkAvailability = function() {  
  return this.seats > 0;  
};
```

```
const event1 = new Event("Music Fest", "2025-07-01", 10);
```

```
console.log(Object.entries(event1));
```

6. Arrays and Methods

javascript

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```
let eventList = [  
  { name: "Music Night", category: "music" },  
  { name: "Book Club", category: "literature" }  
];
```

```
eventList.push({ name: "Jazz Evening", category: "music" });
```

```
const musicEvents = eventList.filter(e => e.category === "music");
```

```
const formatted = eventList.map(e => `Event: ${e.name}`);  
console.log(formatted);
```

7. DOM Manipulation

javascript

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```
const container = document.querySelector("#eventContainer");
```

```
function displayEvent(event) {  
  const card = document.createElement("div");  
  card.className = "event-card";  
  card.textContent = event.name;  
  container.appendChild(card);  
}
```

```
function updateUIOnRegister() {  
  document.querySelector("#registerBtn").textContent = "Registered!";  
}
```

8. Event Handling

javascript

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```
document.querySelector("#registerBtn").onclick = () => alert("You are registered!");
```

```
document.querySelector("#categorySelect").onchange = function () {  
  console.log("Selected category:", this.value);  
};
```

```
document.querySelector("#searchInput").addEventListener("keydown", e => {  
  console.log("Searching for:", e.target.value);  
});
```

9. Async JS, Promises, Async/Await

javascript

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```
// Using fetch with promises
```

```
fetch("events.json")  
  .then(res => res.json())  
  .then(data => console.log(data))  
  .catch(err => console.error(err));
```

```
// Using async/await
```

```
async function loadEvents() {  
  document.getElementById("loader").style.display = "block";  
  try {  
    const res = await fetch("events.json");  
    const data = await res.json();  
    console.log(data);  
  } finally {  
    document.getElementById("loader").style.display = "none";  
  }  
}
```

10. Modern JavaScript Features

javascript

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```
const getEventDetails = ({ name, date }) => `${name} is on ${date}`;
```

```
let original = [{ name: "Yoga", seats: 10 }];
```

```
let clone = [...original]; // Spread operator
```

```
function greet(name = "Guest") {
```

```
console.log(`Hello, ${name}`);  
}
```

11. Working with Forms

javascript

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```
document.querySelector("#regForm").addEventListener("submit", function(e) {  
  e.preventDefault();  
  
  const name = this.elements["name"].value;  
  const email = this.elements["email"].value;  
  const event = this.elements["event"].value;  
  
  if (!name || !email || !event) {  
    document.getElementById("error").textContent = "All fields required!";  
    return;  
  }  
  
  console.log("Registered:", { name, email, event });  
});
```

12. AJAX & Fetch API

javascript

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```
function submitForm(data) {  
  fetch("https://mockapi.io/submit", {  
    method: "POST",  
    headers: { "Content-Type": "application/json" },  
    body: JSON.stringify(data)
```

```
})  
  
    .then(res => res.json())  
  
    .then(() => alert("Submitted successfully!"))  
  
    .catch(() => alert("Submission failed."));  
  
setTimeout(() => {  
    console.log("Simulated delay done");  
}, 2000);  
}
```

13. Debugging and Testing

- Use `console.log()` at each step (e.g., form data, API request).
 - Open Chrome DevTools → Console tab for logs and errors.
 - Use **Network tab** to verify fetch requests and payloads.
 - Use **Sources tab** to add breakpoints and watch variables.
-

14. jQuery and JS Frameworks

javascript

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// jQuery usage

```
$("#registerBtn").click(() => alert("Registered via jQuery"));
```

```
$(".event-card").fadeIn();
```

```
$(".event-card").fadeOut();
```

// Framework benefit

// React makes UI component-based, reusable, and state-driven.