

```
<html lang="en">

    <head>
        <meta charset="UTF-8">
        <meta name="viewport" content="width=device-width, initial-scale=1.0">
        <title>Document</title>
    </head>

    <body>
        <button onclick="switchTrigger()">switchtrigger</button>

        <script>
            // 1. Let, Const, Var
            console.log("-----1. Let,Const,Var-----")

            var nameVar = "var variable";

            function blockScopeVar() {
                const nameConst = 'const variable';
                let nameLet = 'let variable';
            }
        </script>
    </body>
</html>
```

```
        console.log(nameVar);

    }

    console.log(nameVar)
    // console.log(nameConst)
    // console.log(nameLet)

// 2. Javascript Types
console.log("-----2. JS Types-----")  
  
let typeName = "jstypes";
let varName = "letconstvar";  
  
// Number
let length = 20;
let weight = 9.5;  
  
// BigInt
let bigNum = 4323420203949320932;
let bigNum_ = BigInt(4323420203949320932)
```



```
const symbolX = Symbol();
const symbolY = Symbol();

console.log("----for Symbol example x === y---");
console.log(symbolX === symbolY)

// 3.Operators

console.log("-----3. Operators-----")

console.log("----i. Assignment Operators");
let x = 10;
x += 5;
console.log("Assignment Operator x += 5: " + x);

x -= 3;
console.log("Assignment Operator x -= 3: " + x);

x *= 2;
console.log("Assignment Operator x *= 2: " + x);
```

```
x /= 4;  
console.log("Assignment Operator x /= 4: " + x);
```

```
console.log("----ii. Arithmetic Operators");
```

```
let addition = 50 + 90;  
console.log("Addition Operator 50 + 90: " + addition);  
let subtract = 50 - 90;  
console.log("subtract Operator 50 - 90: " + subtract);  
let divOp = 50 / 90;  
console.log("divOp Operator 50 / 9: " + divOp);  
let remainder = 50 % 9;  
console.log("remainder Operator 50 % 90: " + remainder);  
let a = 50;  
let incr = ++a + 1;  
console.log("Increment Operator ++50 + 1: " + incr);
```

```
let b = 50;  
let decr = b-- - 1;  
console.log("Decrement Operator 50-- - 1: " + decr);
```

```
console.log("----iii. Comparison operators")
```

```
let equalLoose = 50 == "50";
```

```
console.log("Loose Equality Operator 50 == '50': " + equalLoose);

let equalStrict = 50 === "50";
console.log("Strict Equality Operator 50 === '50': " + equalStrict);

let notEqualLoose = 50 != "90";
console.log("Loose Not Equal Operator 50 != '90': " + notEqualLoose);

let notEqualStrict = 50 !== "50";
console.log("Strict Not Equal Operator 50 !== '50': " + notEqualStrict);

let greaterThan = 90 > 50;
console.log("Greater Than Operator 90 > 50: " + greaterThan);

let greaterThanEqual = 50 >= 50;
console.log("Greater Than or Equal Operator 50 >= 50: " +
greaterThanEqual);

let lessThanEqual = 40 <= 50;
console.log("Less Than or Equal Operator 40 <= 50: " + lessThanEqual);
```

```
// 4. JS Conditional

console.log("-----4. JS Conditional-----")
)

console.log("----i. If Statement")

let marks = 36;

if (marks > 35) {

    console.log("Pass Mark ")

    console.log("Condition Passed through if statement greater than 35")

}

console.log("----ii. If...else")

var ifelsemarks = 32;

if (ifelsemarks > 35) {

    console.log("Pass mark")

} else {

    console.log("Fail Mark")

    console.log("Condition else block passed through ifelse statement ")

}

var ifelsemarks = 100;

console.log("----iii. If...elseif")

if (ifelsemarks < 35) {
```

```
        console.log("fail mark")

    } else if (ifelsemarks > 35 && ifelsemarks === 100) {

        console.log("Centem")

        console.log("Condition else if with condition block passed through
ifelseif statement ")

    }

else {

    console.log("Pass mark")

}

}

console.log("----iv. Ternary Operator")

ternaryCheck = 40;

console.log("Checking limit trough ternary operator")

ternaryCheck > 25 ? console.log("Exceeded limit") :
console.log("Accessed");

// 5. JS Switch

function switchTrigger() {

    console.log("----i. Check through Switch statement");
```

```
let actionSwitch = parseInt(prompt("Select Action\n1. Check Balance\n\n2. Withdraw \n3. Deposite"));

switch (actionSwitch) {

    case 1:

        alert("Your Bank Balance is XXXXXXXX");

        break;

    case 2:

        alert("Amout Deducted");

        break;

    case 3:

        alert("Amount Deposited");

        break;

    default:

        alert("Check the input and give the valid one")

}
```

```
}
```

```
// 6. JS Loops
```

```
console.log("-----5. JS Looping Statements-----\n-----")
```

```
console.log("----i. for Statement")

let arrValu = [43, 66, 11, 22, 90];

console.log("Print Array values through for loop")
for (let i = 0; i < arrValu.length; i++) {
    console.log(arrValu[i]);
}
```

```
console.log("----ii. while Statement")

let arrValWhile = [2, 3, 4, 5, 6, 7, 8, 8, 4, 3, 2];
console.log("Stop when the duplicate exists 2,3,4,5,6,7,8,8,4,3,2")
let arrAdditional = [];
let i = 0;

while (!arrAdditional.includes(arrValWhile[i])) {
    arrAdditional.push(arrValWhile[i]);
    i++;
}

console.log(arrAdditional);

console.log("----iii. do while Statement");
```

```
let num = 1;

console.log("Print numbers from 1 to 5 using do while loop");

do {
    console.log(num);
    num++;
} while (num <= 5);

console.log("-----7. JS Strings-----");

console.log("----i. Strings");
let stringVal = "this is the string value";
console.log(stringVal);

console.log("----ii. Template String");
let stringValTemplate = `Backticks used for template string 3+4 => ${3 + 4}`;
console.log(stringValTemplate);

console.log("----iii. Escape Character");
let escapeChar = "here the escape character \"ESCAPE CHARACTER\\\" implemented";
```

```
console.log(escapeChar);

console.log("----iv. String length");
console.log("Length of string: " + stringVal.length);

console.log("----v. String charAt()");
console.log("Character at index 5: " + stringVal.charAt(5));

console.log("----vi. String charCodeAt()");
console.log("Char code at index 5: " + stringVal.charCodeAt(5));

console.log("----vii. String codePointAt()");
console.log("Code point at index 5: " + stringVal.codePointAt(5));

console.log("----viii. String concat()");
let concatStr = stringVal.concat(" added text");
console.log(concatStr);

console.log("----ix. String at()");
console.log("Character at index 2: " + stringVal.at(2));

console.log("----x. String []");
console.log("Character at index 3: " + stringVal[3]);
```

```
console.log("----xi. String slice()");

console.log("Slice from index 0 to 4: " + stringVal.slice(0, 4));

console.log("----xii. String substring()");

console.log("Substring from index 5 to 10: " + stringVal.substring(5,
10));

console.log("----xiii. String substr()");

console.log("Substr from index 5 length 6: " + stringVal.substr(5, 6));

console.log("----xiv. String toUpperCase()");

console.log(stringVal.toUpperCase());

console.log("----xv. String toLowerCase()");

console.log(stringVal.toLowerCase());

console.log("----xvi. String isWellFormed()");

console.log("Is well formed: " + stringVal.isWellFormed());

const toWellformedVal = "\uD800";

console.log("----xvii. String toWellFormed() broken character filled
with ♦");
```

```
console.log("Well formed string: " + toWellformedVal.toWellFormed());  
  
-----xviii. String trim()  
let trimStr = "    trim this string    ";  
console.log(trimStr.trim());  
  
-----xix. String trimStart()  
console.log(trimStr.trimStart());  
  
-----xx. String trimEnd()  
console.log(trimStr.trimEnd());  
  
-----xxi. String padStart()  
let padStr = "5";  
console.log(padStr.padStart(4, "0"));  
  
-----xxii. String padEnd()  
console.log(padStr.padEnd(4, "0"));  
  
-----xxiii. String repeat()  
console.log("JS ".repeat(3));  
  
-----xxiv. String replace()  
console.log("-----")
```

```
console.log(stringVal.replace("string", "text"));
```

```
console.log("-----xxv. String replaceAll());
```

```
console.log(stringVal.replaceAll(" ", "-"));
```

```
console.log("-----xxvi. String split());
```

```
let splitStr = stringVal.split(" ");
```

```
console.log(splitStr);
```

```
// 8. JS Functions
```

```
console.log("-----8. JS Function-----")
```

```
console.log("----i. Function Declaration")
```

```
function simpleFunc() {
```

```
    let length = 20;
```

```
    let breadth = 50;
```

```
    return length * breadth
```

```
}
```

```
console.log("Calling function with return value along with calculations:  
" + simpleFunc());
```

```
console.log("----ii. Call Method");

function studVal(name, age) {

    return `${name} and age: ${age} and department ${this.department}`;
}

console.log(studVal.call({ department: "development" }, "vasiraja", 25));

console.log("----iii. Apply Method");

projects = ["codevamp", "automation view", "testing software"];

function printDev(dep) {

    for (let i of dep) {

        console.log(i);
    }
}

printDev.apply(null, [projects])
```

```
console.log("----iv. Bind Method");

console.log("----Bind together function and user details into one
through bind method")

function userAccess() {
    console.log(this.name + " have the special access to trigger that
function")
    console.log("Age is: " + this.age)
}

const user = {
    name: "vasi",
    age: 25
};

const bindTogether = userAccess.bind(user);

bindTogether();

console.log("----v. IIFE Method");

(function () {
    console.log("This functionality immediately implement without any
trigger through this IIFE(Immediately Invoked Function Expression) method ")
```



```
const objectUser = {  
    name: "Rahmen",  
    age: 24,  
    dob: new Date(14, 12, 2000)  
}  
  
const objectAddress = {  
    city: "Madurai",  
    pincode: "625535"  
}  
  
  
  
console.log(Object.assign({}, objectUser, objectAddress))  
console.log(objectUser)  
console.log(objectAddress)  
  
  
  
  
console.log("----ii. Object Create along with proto")  
console.log("We can reuse the object properties into another one through  
proto like inherit parent behavior into child")  
  
  
  
  
const server = {  
    port: 3000,  
    tech: "Nodejs",  
    user: "admin"  
};
```

```
const anotherUser = Object.create(server);

console.log(anotherUser.user);
console.log(anotherUser.tech);
console.log(anotherUser.port);

console.log("----iii. Object Entries")
const productStocks = {

    laptop: 20,
    mobile: 100,
    keypad: 120,
};

for (const i of Object.entries(productStocks)) {
    console.log(i)
}

console.log("----iv. Object Keys")

for (const i of Object.keys(productStocks)) {
    console.log(i)
```

```
}

console.log("----v. Object Values")

for (const i of Object.values(productStocks)) {

    console.log(i)

}

console.log("----vi. Object get property")

const accesser = {

    firstName: "vasiraja",

    get name() {

        return this.firstName;

    }

}

console.log("Print name through object using get property")
console.log(accesser.name);
```

```
console.log("----vii. Object set property");

const modifier = {
    set name(value) {
        this.firstName = value;
    }
}

modifier.name = "modifier name ";
console.log("Setting name through object using set property")
console.log(modifier.firstName);
console.log("----viii. Object preventExtensions and Extensible");

const preventExtensionObj = {
    "firstPre": 23,
    "secondPre": 33,
};

Object.preventExtensions(preventExtensionObj);
preventExtensionObj.thirdPre = 34;

console.log("Below object \"thirdPre\" not added due to preventextension
function implements")

console.log(preventExtensionObj);
```

```
console.log("Below check true or false which preventextension implement  
or not through isextensible    ")
```

```
console.log(Object.isExtensible(preventExtensionObj));
```

```
console.log("-----ix. Object seal and isSealed");
```

```
const sealObj = {  
    sealA: "firstuser",  
    sealB: "seconduser"  
};  
Object.seal(sealObj);  
sealObj.sealC = "thirduser";  
delete sealObj.sealA;  
sealObj.sealA = "modified user"
```

```
console.log("Below answer is sealed so we can't add or delete properties  
in object but we can modify that ");
```

```
console.log(sealObj);
```

```
console.log("Check object whether sealed or not through isSealed  
property");
```

```
console.log(Object.isSealed(sealObj));
```

```
console.log("-----ix. Object freeze and isFreezeen");

const freezeObj = {
    freezeA: "firstuser",
    freezeB: "seconduser"
};

Object.freeze(freezeObj);

freezeObj.sealC = "thirduser";
delete freezeObj.sealA;
freezeObj.sealA = "modified user"

console.log("Below answer is sealed so we can't add or delete properties
in object and cannot modify though");

console.log(freezeObj);

console.log("Check object wheter frozen or not through isFrozen
property");

console.log(Object.isFrozen(freezeObj));

console.log("-----10. JS Array Methods-----");
let arr = [10, 20, 30, 40, 50];
let arr2 = ["a", "b", "c"];
```

```
console.log("----- Array length");
console.log(arr.length);

console.log("----- Array toString()");
console.log(arr.toString());

console.log("----- Array at()");
console.log(arr.at(2));
console.log(arr.at(-1));

console.log("----- Array join()");
console.log(arr.join(" - "));

console.log("----- Array pop()");
console.log(arr.pop());
console.log(arr);

console.log("----- Array push()");
arr.push(60);
console.log(arr);

console.log("----- Array shift()");
```



```
console.log("----- Array splice()");

let spliceArr = [1, 2, 3, 4, 5];
spliceArr.splice(2, 1, 99);
console.log(spliceArr);
```

```
console.log("----- Array toSpliced()");

let newArr = spliceArr.toSpliced(1, 1);
console.log(newArr);
console.log(spliceArr);
```

```
console.log("----- Array slice()");

console.log(spliceArr.slice(1, 3));
```

```
console.log("----- Array indexOf()");

console.log(spliceArr.indexOf(99));
```

```
console.log("----- Array lastIndexOf()");

let dupArr = [1, 2, 3, 2, 4];
console.log(dupArr.lastIndexOf(2));
```

```
console.log("----- Array includes()");

console.log(dupArr.includes(3));
```

```
console.log("----- Array find()");

console.log(dupArr.find(n => n > 2));
```



```
console.log("----- Array findIndex()");

console.log(dupArr.findIndex(n => n > 2));
```



```
console.log("----- Array findLast()");

console.log(dupArr.findLast(n => n > 2));
```



```
console.log("----- Array findLastIndex()");

console.log(dupArr.findLastIndex(n => n > 2));
```



```
console.log("----- Array toSorted()");

let sortArr = [40, 10, 30, 20];
console.log(sortArr.toSorted());
console.log(sortArr);
```



```
console.log("----- Array toReversed()");

console.log(sortArr.toReversed());
```



```
console.log("----- Array sort()");

sortArr.sort((a, b) => a - b);
```

```
console.log(sortArr);

console.log("----- Array reverse()");
sortArr.reverse();
console.log(sortArr);

console.log("-----11. JS For..in , For..of-----");
-----");

console.log("----- for...in loop (index)");
for (let index in arr) {
    console.log(index, arr[index]);
}

console.log("----- for...of loop (value)");
for (let value of arr) {
    console.log(value);
}

console.log("-----12. JS map,reduce,filter-----");
-----");

const arrvalMap = [12, 33, 54, 11, 90];
```

```
console.log("----i. map function");

console.log("Map function transform each data and return same lenght
values");

const mapTraversed = arrvalMap.map((items) => {
    return items * 20
})
console.log(mapTraversed);

const arrvalFilter = [1, 2, 3, 4, 5, 6, 7, 8];
console.log("Filter function return result which condition satisfied by
that function only");

const filterResult = arrvalFilter.filter((items) => items % 2 !== 0);
console.log("Filtered result which are odd numbers: " + filterResult);

const arrvalReduce = [1, 2, 3, 4, 5, 6, 7, 8];
const reduceSumResult = arrvalReduce.reduce((prev, items) => {
    return prev + items;
})
```

```
console.log("Result of reduce function implement sum of num in array  
values: " + reduceSumResult)

const arrvalEach = [10, 20, 30, 40, 50];

console.log("----iv. forEach function");
console.log("forEach function executes a provided function once for each  
array element (does not return new array)");

arrvalEach.forEach((item, index) => {
    console.log(`Index ${index} has value: ${item}`);
});

console.log("----v. reduceRight function");
console.log("reduceRight works like reduce but traverses array from right  
to left");

const reduceRightResult = arrvalReduce.reduceRight((prev, item) => prev +  
item);

console.log("Result of reduceRight (sum from right to left): " +  
reduceRightResult);

console.log("----vi. every function");
console.log("every checks if all array elements satisfy the condition and  
returns true/false");
```

```
const everyResult = arrvalFilter.every(item => item > 0);
console.log("Are all numbers > 0 " + everyResult);

console.log("----vii. some function");
console.log("some checks if at least one element satisfies the
condition");

const someResult = arrvalFilter.some(item => item > 5);
console.log("Is at least one number > 5 " + someResult);

console.log("----viii. Array.from function");
console.log("Array.from converts array-like or iterable objects into an
array");

const strExample = "Vasi";
const arrayFromStr = Array.from(strExample);
console.log("Array from string 'Vasi': " + arrayFromStr);

const setExample = new Set([1, 2, 3, 4]);
const arrayFromSet = Array.from(setExample);
console.log("Array from Set: " + arrayFromSet);
```

```
console.log("-----13. JS Regular Expressions-----");
-----");

let instruction = "Hello this is Vasi, age is 25"

console.log("----i. Square brackets");
console.log("Check globally a or e or o using --/[aeo]/g-- exists in
between this")

let squareBracketReg = /[aeo]/g;
console.log(squareBracketReg.test(instruction));

-----ii. [^] negations
console.log("Check globally a or e or o using --/[^\u041f\u0435\u0434\u043d\u0430\u043f\u0430]/-- never exists
in between this")

let negationBracketReg = /^[is]/;

console.log(negationBracketReg.test(instruction))

-----iii. + - match one or more proceeding character
let matchoneormore = /\d+/g
console.log(matchoneormore.test(instruction))
console.log("----iv. * - match one or more proceeding character")
```

```
let matchzeroormore = /\d*/g  
console.log(matchzeroormore.test(instruction));
```

```
console.log("----v. ? - optional zero or none")
```

```
let optionalCase = /^[is]?/;  
console.log(optionalCase.test(instruction));
```

```
console.log("----vi. ? - match stringword")
```

```
let matchWord = /^Hello/;  
console.log(matchWord.test(instruction))
```

```
console.log("----vii. $ - match End word")
```

```
let matchWordEnd = /25$/;  
console.log(matchWordEnd.test(instruction))
```

```
console.log("----viii. () - Group between many cases this or that ")
```

```
let thisorthat = /(Hello | test)/g;
console.log(thisorthat.test(instruction))

console.log("----ix. {} exact quantity of words ");

let countQuantity = /\d{2}/;
console.log(countQuantity.test(instruction));
console.log("----x. . - match any single character");

let matchany = ./g;
console.log(matchany.test(instruction));

console.log("----xi. | - OR operator");

let orOperator = /Vasi|Raja/;
console.log(orOperator.test(instruction));

console.log("----xii. Modifiers - g, i, m");

console.log("Global modifier (g) example:");
let globalMod = /is/g;
console.log(globalMod.test(instruction));
```

```
console.log("Case-insensitive modifier (i) example:");

let caseInsensitive = /hello/i;
console.log(caseInsensitive.test(instruction));

console.log("Multiline modifier  ");
let multilineText = `Hello
this
is
Vasi
this
`;

let multilineMod = /^this/m;
console.log(multilineMod.test(multilineText));

console.log("----xiii. \\d - match digit");
let digitCheck = /\d/g;
console.log(digitCheck.test(instruction));

console.log("----xiv. \\w - match word character (letter, digit, _)");
let wordChar = /\w/g;
console.log(wordChar.test(instruction));

console.log("----xv. \\s - match whitespace");
let whiteSpace = /\s/g;
```

```
console.log(whiteSpace.test(instruction));  
  
-----14. JS RegEx Methods-----  
");  
  
console.log("----i. test() - check if pattern exists (true/false)");  
let testMethod = /Vasi/;  
console.log(testMethod.test(instruction));  
  
-----  
console.log("----ii. match() - return array of all matches");  
let matchMethod = instruction.match(/\d+/g);  
console.log(matchMethod);  
  
-----  
console.log("----iii. exec() - return first match object with details");  
let execMethod = /Vasi/;  
console.log(execMethod.exec(instruction));  
  
-----  
console.log("----iv. replace() - replace matched text");  
let replaceMethod = instruction.replace(/Vasi/, "Raja");  
console.log(replaceMethod);  
  
-----  
console.log("----v. split() - split string by pattern");  
let splitMethod = instruction.split(/\s/);  
console.log(splitMethod);
```

```
console.log("-----15. JS Promise - Simple Example-----");
-----");

console.log("----i. Simple Promise creation");

let simplePromise = new Promise((resolve, reject) => {
    let success = true;
    if (success) {
        resolve("Promise resolved successfully!");
    } else {
        reject("Promise rejected!");
    }
});

simplePromise
    .then(result => console.log("Then: " + result))
    .catch(error => console.log("Catch: " + error));

console.log("----ii. async/await ")
console.log("Using this we can handle delayed function for parallel
access")
```

```
function fetchMessage() {  
  return new Promise((resolve, reject) => {  
    setTimeout(() => {  
      resolve("Hello from async function!");  
    }, 1000);  
  });  
}  
  
console.log("----ii. Simple Async/Await function");  
  
async function showMessage() {  
  let message = await fetchMessage();  
  console.log(message);  
}  
  
showMessage();
```

```
</script>
```

```
</body>
```

```
</html>
```