

Java Script

- Java Script is a client side web programming language.
- Java script can update and change both HTML and CSS.
- Java script can calculate, manipulate and validate data.
- It is used to capture user actions on a web page.

Printing in JS →

```
console.log("Hitesh")
```

Variables and constant →

```
const accountId = 145623
let accountEmail = "vasu@gmail.com"
var accountPassword = 1445
accountCity = "Jaipur"
```

- we declare constant using const keyword and once declared it can't be changed
- There are three ways to declare variables →
 - by using let keyword
 - by using var keyword
 - not using any keyword

prefer not to use var keyword because of issue in block scope and functional scope.

★ NOTE → Always use let keyword

- now it will be very difficult to print everything using `console.log()` and we can print them easily using `console.table()` which will display in form of table.

```
console.table([accountId, accountEmail, accountPassword,
               accountCity])
```

Output

(index)	Values
0	145623
1	'vasu@gmail.com'
2	1445
3	'Jaipur'

- In JavaScript it is optional to end statement with ";".
- If we didn't assign any value and just declare the variable then it will show undefined on printing.

```
let accountState;
```

```
console.log(accountState)
```

Output → undefined

★ "use strict";
 //add this at top of your JS file, this will treat
 all JS code as newer version

• // alert(3+3)

/* if we use this alert in web console (in inspect)
 then it will pop up a alert message but we
 are using node.js not browser, hence it
 will give an error */

→ For more info refer to Java Script mdn.

Null and undefined

Null is a stand alone value, now in simple words it means, that the variable is not undefined but intentionally empty.

let state = null

undefined means that variable has not been assigned any value.
 Consider them same as data type.

Symbol

These datatype basically means unique. It will be discussed more when we will be learning React components.

Type of

This will tell what is the data type of given variable or input. There are two ways:

(i) `console.log(typeof "vasu")`

Output →
string

(ii) `console.log(typeof variable_name)`

special case

`console.log(typeof null)`

Output →
object

• null is considered as of type object

Conversion in Javascript

`let score = "33"`

`let scoreInNumber = Number(score)`

`console.log(scoreInNumber)`

• similarly

→ `String()`

→ `Boolean()`

→ now there are some special cases

• in `Number()` →

`(5 + "1")`

`51`

- (i) "vasu" \Rightarrow Value will be Nan but type shown is number
- (ii) "33" \Rightarrow 33
- (iii) null \Rightarrow value will be 0 and type is number
- (iv) true \Rightarrow 1 and False \Rightarrow 0
- (v) "33abc" \Rightarrow value will be Nan but type shown is number

- (ii) Boolean() \rightarrow
 - (i) 1 \Rightarrow True, 0 \Rightarrow False
 - (ii) "vasu" \Rightarrow True
 - (iii) 35 or any other number will give true
 - (iv) null \Rightarrow False
 - (v) undefined \Rightarrow False

Operations

- (i)

```
let value = 3
let negValue = -value
console.log(negValue)
```

Output \rightarrow -3

- (ii)

```
let str1 = "Hello"
let str2 = " vasu"
```

```
let str3 = str1 + str2 // concatenate string
console.log(str3)
```

Special cases

- ```
console.log("1" + 2)
```

Output  $\rightarrow$  12



• `console.log(1+"2")`

Output → 12

• `console.log("1"+2+2)`

Output → 122

• `console.log(1+2+"2")`

Output → 32

These all function output is based on ECMAScript rules. For more information refer ECMAScript.

various boolean Outputs

• `console.log(+true);`

Output → 1

• `console.log(+ "");`

Output → 0

Comparison

① `2 > 1`

② `2 >= 1`

③ `2 < 1`

④ `2 == 1`

⑤ `2 != 1`

The main problem arise when we compare two different data types.

`"2" > 1`

`"02" > 1`



Here on above examples there "will" be no issue. because js will automatically convert data type.

But main problem arise here  $\Rightarrow$

①  $null > 0$  False

②  $null == 0$  False

③  $null >= 0$  True

The reason is that an equality check  $==$  and comparisons  $>, <, >=, <=$  work differently. comparisons convert null to a number, treating it as 0.

That's why (3)  $null >= 0$  is true and (1)  $null > 0$  is false.

Same goes for undefined

strict check ( $===$ )

This will also check the data type that it should also be same

eg  $\Rightarrow$  `console.log('2' == 2)`  
 $\Rightarrow$  True

`console.log('2' === 2)`  
 $\Rightarrow$  False