

# About var, let and const

## var

- var declares a variable.
- This process of creating a variable in JavaScript is called "declaring" a variable:
- Variables are containers that store information in them.
- Once a variable is declared it does not have any value, one needs to store a value using "="

## Syntax

*var name;*

*name = value*

*or*

*var name =value*

Variable names -

- Must begin with a letter, or \$, or \_
- are case sensitive (y and Y are different)
- Reserved JavaScript words cannot be used as names

## Examples

*var age=25;*

*var name="ngit"*

*var company;*

*company="ngit"*

## let

- let , like var, is also used to store values.
- It was introduced in 2015.
- Variables declared using let cannot be redeclared.
- And they also must be declared before use.

## Syntax

*let name;*

*name = value*

*or*

*let name =value*

Variable names -

- Must begin with a letter, or \$, or \_
- are case sensitive (y and Y are different)
- Reserved JavaScript words cannot be used as names

## Examples

*let age=25;*

*let name="ngit"*

*let company;*

*company="ngit"*

*Important Note: Variables defined with 'let' have block scope. Will learn about scope soon.*

## const

- Variables declared with const cannot be redeclared.
- They also cannot be reassigned.
- Variables defined with const have Block Scope. Will learn about scope soon.
- We declare a variable with const when we are sure that the value will not be changed

## Syntax

*const name=value;*

## Examples

*const PI = 3.1415;*

*PI = 3.14;    // error*

*PI = PI + 10; // error*

Also

*const PI ;*

*PI = 3.14;    // error . Should be declared and initialized at the same time.*

Note: a common convention is to use all-uppercase letters for const

# About Operators

## Types

- Arithmetic
- Assignment
- Relational or Comparison
- Logical
- Conditional

## Arithmetic

Addition – works as expected with numbers but when used with a string results in string concatenation.  
let a=10; let b =20; let c = a+b; //30

```
let p="hello"; var q=" world"; var r = p +q; //hello
```

```
world let x = 5;
```

```
let y = 3;
```

```
// addition
```

```
console.log('x + y = ', x + y); // 8
```

```
// subtraction
```

```
console.log('x - y = ', x - y); // 2
```

```
// multiplication
```

```
console.log('x * y = ', x * y); // 15
```

```
// division
```

```
console.log('x / y = ', x / y); // 1.6666666666666667
```

```
// remainder
```

```
console.log('x % y = ', x % y); // 2
```

```
// increment
```

**A2-BATCH**



```
console.log('++x = ', ++x); // x is now 6  
console.log('x++ = ', x++); // prints 6 and then  
increased to 7 console.log('x = ', x); // 7
```

// decrement

```
console.log('--x = ', --x); // x is now 6
```

```
console.log('x-- = ', x--); // prints 6 and then
```

```
decreased to 5 console.log('x = ', x); // 5
```

//exponentiation

```
console.log('x ** y =', x ** y);
```

## Assignment

Operator	Name	Example
<code>=</code>	Assignment operator	<code>a = 7; // 7</code>
<code>+=</code>	Addition assignment	<code>a += 5; // a = a + 5</code>
<code>-=</code>	Subtraction Assignment	<code>a -= 2; // a = a - 2</code>
<code>*=</code>	Multiplication Assignment	<code>a *= 3; // a = a * 3</code>
<code>/=</code>	Division Assignment	<code>a /= 2; // a = a / 2</code>
<code>%=</code>	Remainder Assignment	<code>a %= 2; // a = a % 2</code>
<code>**=</code>	Exponentiation Assignment	<code>a **= 2; // a = a**2</code>

## Relational or Comparison

Operator	Description	Example
<code>==</code>	Equal to: returns true if the operands are equal	<code>x == y</code>
<code>!=</code>	Not equal to: returns true if the operands are not equal	<code>x != y</code>

===

Strict equal to: true if the operands are equal  
and of the same type

x === y

<code>!==</code>	Strict not equal to: true if the operands are equal but of different type or not equal at all	<code>x !== y</code>
<code>&gt;</code>	Greater than: true if left operand is greater than the right operand	<code>x &gt; y</code>
<code>&gt;=</code>	Greater than or equal to: true if left operand is greater than or equal to the right operand	<code>x &gt;= y</code>
<code>&lt;</code>	Less than: true if the left operand is less than the right operand	<code>x &lt; y</code>
<code>&lt;=</code>	Less than or equal to: true if the left operand is less than or equal to the right operand	<code>x &lt;= y</code>

// equal operator

```
console.log(2 == 2); // true  
console.log(2 == '2'); // true
```

// not equal operator

```
console.log(3 != 2); // true  
console.log('hello' != 'Hello'); // true
```

// strict equal operator

```
console.log(2 === 2); // true  
console.log(2 === '2'); // false
```

// strict not equal operator

```
console.log(2 !== '2'); // true  
console.log(2 !== 2); // false
```



## Logical Operator

Logical operators perform logical operations and return a boolean value, either true or false.

// logical AND

```
console.log(true && true); // true
```

```
console.log(true && false); // false
```

// logical OR

```
console.log(true || false); // true
```

// logical NOT

```
console.log(!true); // false
```

Operator	Description	Example
&&	Logical AND	(10==20 && 20==33) = false
	Logical OR	(10==20    20==33) = false
!	Logical Not	!(10==20) = true

# About Loops

Loops offer a quick and easy way to do something repeatedly.

## For loop

### Syntax

```
for (initialExpression; condition; updateExpression) {  
    // for loop body  
}
```

- The initialExpression initializes and/or declares variables and executes only once.
- The condition is evaluated.
- If the condition is false, the for loop is terminated.
- If the condition is true, the block of code inside of the for loop is executed.
- The updateExpression updates the value of initialExpression when the condition is true.
- The condition is evaluated again. This process continues until the condition is false.

### Example

Example 1 -

```
// program to display text 5 times
```

```
const n = 5;
```

```
// looping from i = 1 to 5
```

```
for (let i = 1; i <= n; i++) {  
    console.log('I love my country.');
```

```
}
```

Output –

I love my country.

I love my country.

I love my country.

I love my country.

I love my country.

Example 2 –

```
// program to display the sum of natural
```

```
numbers let sum = 0;
```

```
const n = 100
```

```
// looping from i = 1 to n
```

```
// in each iteration, i is increased by
```

```
1 for (let i = 1; i <= n; i++) {
```

```
    sum += i; // sum = sum + i
```

```
}
```

```
console.log('sum:',
```

```
sum); Output : sum:
```

```
5050
```

Example 3

Infinite loop –

```
for(let i = 1; i > 0; i++) {
```

```
    // block of code
```

```
}
```

## While loop

- A while loop evaluates the condition inside the parenthesis ().
- If the condition evaluates to true, the code inside the while loop is executed.
- The condition is evaluated again.
- This process continues until the condition is false.
- When the condition evaluates to false, the loop stops.

## Syntax

```
while (condition) {
```

```
    // body of loop
```

```
}
```

## Examples

### Example 1

```
// program to display numbers from 1 to 5
```

```
// initialize the variable
```

```
let i = 1, n = 5;
```

```
// while loop from i = 1 to 5
```

```
while (i <= n) {
```

```
  console.log(i);
```

```
  i += 1;
```

```
}
```

```
// infinite while loop
```

```
while(true){
```

```
  // body of loop
```

```
}
```

## Do ..while

- The body of the loop is executed at first. Then the condition is evaluated.
- If the condition evaluates to true, the body of the loop inside the do statement is executed again.
- The condition is evaluated once again.
- If the condition evaluates to true, the body of the loop inside the do statement is executed again.
- This process continues until the condition evaluates to false. Then the loop stops.

## Syntax

```
do {
```

```
  // body of loop
```

```
} while(condition)
```

## Examples

```
// program to display numbers
```

```
let i = 1;  
const n = 5;
```

```
// do...while loop from 1 to 5  
do {  
  console.log(i);  
  i++;  
} while(i <= n);
```

Output –

1

2

3

4

5

```
// infinite do...while
```

```
loop const count = 1;
```

```
do {
```

```
  // body of loop  
} while(count == 1)
```