```
□□********** lecture-1********
1 - What is JavaScript?
□--> javascript is a programming language. We Use it to give □instructions to the computer.
□Input ---> Computer ---> Output
2 - Our 1st is code
□--> Console.log is used to log (print) a message to the □console.
□console.log(" my name is vihar");
3 - what is variables in javascript?
---> variables are containers for data.
-> three type of variables:
-> 1 - var :- variable can be re-declared & updated. A global scope □□variable.
-> 2 - let: variable cannot be re-declared but can be updated. A \[ \] \[ \] \[ \] block scope variable.
-> 3 - const :- variable cannot be re-declared or updated. A block □□□scope variable
□□const me object ho to re-declared kar sakte hai
Variable Rules
□:- variable names are case sensitive; "a" & "A" is different.
□:- Only letters, digits, underscore(_)and $ is allowed.(not □even □space)
□:- Only a letter, underscore(_) or $ should be 1st character.
□:- Reserved words cannot be variable names.
3 - what is Data type in javascript?
--->□two type of data type
1 -> primitive - 7
1 - Number:
ΠFx.
□ □let b = 10
☐ ☐console.log(typeof b ,b);
□output
□□typeof - Number
2 - String
□Ex.
□□let name = "vihar"
□□console.log(typeof name ,name);
□output
□□typeof - String
3 - Boolean
□Ex.
\Box\Boxlet a = true;
\square\squareconsole.log(typeof a ,a);
□output
□□typeof - boolean
4 - Undefined
□Ex.
□□let c;
```

□□console.log(typeof c ,c);

```
□output
□□typeof - Undefined
5 - Null
□Ex.
\squarelet y = null;
□□console.log(typeof y ,y);
□output
□□typeof - 'object' - null
6 - Bigint
□Ex.
\square let z = bigint("123");
\square\squareconsole.log(typeof z ,z);
□output
□□typeof - Bigint
7 - Symbol
□□Ex.
\square\square\squarelet d = Symbol(hello!)
□□□console.log(typeof d ,d)
□□output
□□□typeof - Symbol
2 -> non-primitive - 2
1 - object
□Ex.
□□const student = {
□□□fullname: "vihar barvaliya",
□□□age: 18,
□□□ispass : true
\square\square
□□console.log(student);
□□console.log(typeof student ,student);
□-> coll of key
□□console.log(student["age"]);
□□console.log(student.age);
□-> re-ashin value
□□student["age"] = student["age"] + 2
□□console.log(student["age"]);
□□student["name"] = "Rahul Sharma";
□□console.log(student["name"]);
□□student -> {fullname: 'vihar barvaliya', age: 18, ispass : □□true}
□□typeof - object
□□age - 18
□□age - 18
□□age - 20
□second Ex.
□□const product = {
□□□title: "ball pen",
□□□rating : 4,
□□□offer : 5,
□□□price : 270,
□□};
```

```
□□console.log(product);
□output
□□product - {title: 'ball pen', rating: 4, offer: 5, price: □□□270}
threed Ex.
□□const instagramp = {
□□□username: "@vihar",
□□□isfollow: true,
□□□followers: 321,
□□□following: 213
□□};
□□console.log(typeof profile["username"]);
□output
□□typeof - string
□□********** lecture 2 *********
1- Comments in javascript
-> Part of Code which is not executed
□// this is a single line comment
□/* this is a multi-line comment. */
2 - Operators in javascript
-> Used to perform some operation on data.
□Arithmetic Operators ->
ПП
□□: modulus(%)
□□: Exponentiation(5^2)
□□: Increment(++)
□□: Decrement(--)
Arithmetic Operators (+) ->
\Boxlet a = 5;
□let b = 2;
 console.log("a + b = ", a + b);
Arithmetic Operators (-) ->
\Boxlet a = 5;
□let b = 2;
 console.log("a - b = ", a - b);
Arithmetic Operators (*) ->
\Boxlet a = 5;
□let b = 2;
 console.log("a * b = ", a * b);
Arithmetic Operators (/) ->
```

```
\Boxlet a = 5;
□let b = 2;
 console.log("a / b = ", a / b);
Arithmetic Operators (modulus(%)) ->
\Boxlet a = 5;
□let b = 2;
 console.log("a % b = ", a % b);
Arithmetic Operators (Exponentiation(5^2)) ->
□let a = 5;
□let b = 2;
 console.log("a ** b = ", a ** b);
// unary operators
☐: increment(++)
□Ex.
\Box\Box a++(post)
□□++a(pre)
☐: Decrement(--)
□Ex.
□□a--(post)
□□--a(pre)
// unary operators(increment(++)) ->
□let a = 5;
□let b = 2;
 console.log("a = ", a," & b = ", b);
\Box// a = a + 1;
□// a++;
unary operators(Decrement(--)) ->
\Boxlet a = 5;
□let b = 2;
 console.log("a = ", a," & b = ", b);
\Box// a = a - 1;
□// a--;
// unary operators(increment(a++)) ->
\Boxlet a = 5;
□let b = 2;
 console.log("a = ", a," & b = ", b);
□console.log("a++ = ", a++); //5
\Boxconsole.log("a = ", a); //6
// unary operators(increment(++a)) ->
\Boxlet a = 5;
□let b = 2;
```

```
console.log("a = ", a," \& b = ", b);
□console.log("++a = ", ++a); //6
unary operators(decrement(a--)) ->
\Boxlet a = 5;
\Boxlet b = 2;
 console.log("a = ", a, " \& b = ", b);
□console.log("a-- = ", a--); //5
\Boxconsole.log("a = ", a); //4
// unary operators(decrement(--a)) ->
\Boxlet a = 5;
□let b = 2;
 console.log("a = ", a," & b = ", b);
\Boxconsole.log("--a = ", --a); //4
Assignment Operators ->
□= , += , -= , *= , %= , **=
//Assignment Operators(+=) ->
□let a = 5;
□let b = 2;
□a += 4; // a = a + 4
\Boxconsole.log("a = ", a); //9
//Assignment Operators(-=) ->
\Boxlet a = 5;
□let b = 2;
□a -= 4; // a = a - 4
\Boxconsole.log("a = ", a); //1
//Assignment Operators(*=) ->
\Boxlet a = 5;
□let b = 2;
□a *= 4; // a = a * 4
□console.log("a = ", a); //20
//Assignment Operators(/=) ->
□let a = 5;
□let b = 2;
\Boxa /= 4; // a = a / 4
\Boxconsole.log("a = ", a); //1.25
//Assignment Operators(%=) ->
```

```
\Boxlet a = 5;
\Boxlet b = 2;
□a %= 4; // a = a % 4
□console.log("a = ", a); //1
//Assignment Operators(**=) ->
\Boxlet a = 5;
\Boxlet b = 2;
□a **= 4; // a = a ** 4
□console.log("a = ", a); //625
Comparison Operators ->
\BoxEqual to -> (==),
\squareNot equal to -> (!=),
□Equal to & type -> (===),
\squareNot equal to & type -> (!==),
□□(>),(>=),(<),(<=)
//Comparison Operators (Equal to(==))->
\Boxlet a = 5;
□let b = 2;
□console.log("5 == 2", a == b); //false
\Boxlet a = 5;
□let b = 5;
□console.log("5 == 5", a == b); //true
//Comparison Operators (Not equal to(!=))->
\Boxlet a = 5;
\Boxlet b = 2;
□console.log("5 != 2", a != b); //true
Ex.
\Boxlet a = 5;
□let b = 5;
□console.log("5 != 5", a != b); //false
//Comparison Operators (Equal to & type(===))->
\Boxlet a = 5;
□let b = "5";
□console.log("a === b", a === b); //false
//Comparison Operators(Not equal to & type(!==))->
\Boxlet a = 5;
□let b = "5";
```

```
□console.log("a !== b", a !== b); //true
//Comparison Operators(>)->
\Boxlet a = 5;
\Boxlet b = 3;
\Boxconsole.log("a > b", a > b); //true
//Comparison Operators(<)->
\Boxlet a = 5;
\Boxlet b = 3;
□console.log("a < b", a < b); //false
//Comparison Operators(<=)->
\Boxlet a = 5;
□let b = 5;
□console.log("a <= b", a <= b); //true</pre>
//Comparison Operators(>=)->
\Boxlet a = 5;
□let b = 5;
\Boxconsole.log("a >= b", a >= b); //true
logical Operators ->
□logical AND &&
□logical OR ||
□logical Not!
// logical Operators (logical AND &&)->
\Boxlet a = 6;
\Boxlet b = 5;
\Boxlet cond1 = a > b;
\Boxlet cond2 = a === 6;
□console.log("cond1 && cond2 = ", cond1 && cond2);
// logical Operators (logical OR ||)->
\Boxlet a = 6;
□let b = 5;
□console.log("cond1 | | cond2 = ", a < b | | a === 6); //true</pre>
// logical Operators (logical NOT!)->
\Boxlet a = 6;
\Boxlet b = 5;
\Boxconsole.log("!(6<5) = ", !(a < b)); //true
*******Conditional Statements*****
(3) what is conditional statements in javascript?
```

```
\Box(1) if statiment
□(2) if-else Statement
□(3) else-if Statement
(1) ☐ if statiment ->
□□let color:
□□if(mode === "dark-mode"){
□□□color = "black";
\square\square
□Ex.
□□let age = 18;
□□if (age >= 16) {
□□□console.log("you can vote");
□□if (age < 18) {
□□console.log("you CANNOT vote");
\square\square
□Ex.
□□let mode = "dark";
□□let color;
□□if (mode === "dark") {
□□color = "black";
\square\square
□□if (mode === "light") {
□□color = "white";
\square\square
□□console.log(color);
(2)□if-else Statement
□□let color;
□□if(mode === "dark-mode") {
□□□color = "black";
□□} else {
□□□color = "white";
□Ex.
□□let mode = "blue";
□□let color;
□□if (mode === "dark") {
□□ color = "black";
□□} else {
□□ color = "white";
\square\square
□□console.log(color);
□Ex.
□□let age = 16;
```

-> to implement some condition in the code.

```
□□if (age >= 18) {
□□console.log("vote");
□□} else {
□□ console.log("not vote");
□***odd/even number***
□□let num = 20;
□□if (num % 2 === 0){
□□console.log(num, "is even");
□□} else {
□□console.log(num, "is odd");
\square\square
(3)□else-if Statement
□let age = 18
□if(age < 18) {</pre>
☐ console.log("junior");
□} else if(age > 60) {
☐ console.log("senior");
□} else{
☐ console.log("middle");
□}
  Ex.
□let mode = "silver";
□let color;
□if (mode === "dark"){
☐ color = "black";
□} else if(mode === "blue") {
☐ color = "blue";
□} else if(mode === "pink") {
☐ color = "pink";
□} else {
☐ color = "white"
□console.log(color);
(4) what is Ternary Operators in javascript?
-> condition ? true output : false output
Ternary Operators
□let age = 16;
let result = age >= 18 ? "adult" : "not adult";
console.log(result);// not adult
Qs1. Get user to input a number using prompt(Enter a number is a multiple of 5 or not)
--> let num = prompt("enter a number:");
```

```
\Box if (num % 5 === 0) {
☐ console.log(num,"is a multiple of 3");
□} else {
☐ console.log(num, "is NOT a multiple of 5");
Qs2. write a code which can give grades to students according to their scores:
□: 80-100,A
□: 70-89,B
□: 60-69.C
□: 50-59,D
□: 0-49,F
 Ex.
□let score = 75; // prompt("enter your score (0-100):");
□let grade;
□if (score >= 90 && score <= 100){
□□grade = "A";
☐} else if(score >= 70 && score <= 89){
□□grade = "B";
□} else if(score >= 60 && score <= 69){
□□grade = "C";
□} else if(score >= 50 && score <= 59){
□□grade = "D";
□□grade = "F";
□console.log("according to your scores, your grade was : ",grade);
**Loop**
(1) what is loops in javascript.
--> loop are used to execute a piece of code again & again.
for loop->
\Box\Boxfor(let i = 1; i <= 5; i++){
□□console.log("i am vihar");
\square\square
□Ex.
\square\squarefor(let count = 1; count <= 10; count++){
□□console.log("i am vihar"); // 10 execute
\square\square
□□console.log("loop has ended");
□second Ex.
\Box\Boxlet sum = 0;
□□for(let i = 1; i <= 5; i++) {</pre>
□□sum = sum + i; // sum = 15
```

```
\square\square
□□console.log("sum = ", sum);
□□console.log("loop has ended");
□threed Ex.
\Box\Boxlet sum = 0;
□□let n = 5
\square\squarefor(let i = 1; i <= n; i++) {
\square\squaresum = sum + i;
□□console.log("sum = ", sum); // sum = 15
□□console.log("loop has ended");
Infinite loop: A Loop that never ends
while loop ->
□□while(condition){
□□// do same work
\square\square
□Ex.
□□let i = 1;
□□while (i <= 5) {</p>
a console.log("i =", i);
□□ i++;
\square\square
□second Ex.
\square\squarelet i = 1;
□□while (i <= 5) {</p>
□□ console.log("i am vihar");
□□ i++;
\square\square
do while ->
□Ex.
□□let i = 20;
□□ console.log("vihar b");
□□ i++;
□□} while (i <= 10);
□Second Ex.
□□let i = 1;
□□do {
\square\square console.log("i =", i);
□□ i++;
□□} while (i <= 10);
```

```
for of loop ->
□Ex.
□□let str = "i am vihar";
□□for(let i of str) {
\square\squareconsole.log("i = ", i);
\square\square
□Second Ex.
□□let str = "i am vihar";
\Box\Boxlet size = 0;
□□for(let val of str) {
□□console.log("val = ", val);
□□size++;
\square\square
□□console.log("string size = ", size); // 8
for in loop ->
□let student = {
□ name: "vihar b.",
☐ age: 20,
☐ cgpa: 7.5,
☐ isPass: true,
□};
□for (let key in student) {
□console.log("key=", key, " value=", student[key]);
□}
Qs3. print all even numbers from 0 to 100.
□Ans.
☐for (let num = 0; num <= 100; num++) {
☐ if (num % 2 === 0) {
☐ // even number
console,log("num =", num);
□}
□Ex.
□□for (let num = 0; num <= 100; num++) {
☐ ☐console.log("num =", num);
\square\square
□second Ex.
\square\squarefor (let num = 0; num <= 100; num++) {
```

```
□□ if (num % 2 !== 0) {
☐ // odd number
□ console,log("num =", num);
\square\square
Qs4. Create a game where you start with any random number. Ask the user to keep guessing the game number unti
□Ans.
□let gameNum = 25;
□let userNum = prompt("Guess the number. guess again : ");
Dwhile(userNum != gameNum) {
☐ userNum = prompt("your entered wrong number. Guess again : ");
□}
□console.log("congratulations, you entered the right number");
□□□*****Strings*****
(1) what is string in javascript.
--> String is a sequence of characters used to represent text.
// Create String
\square\squarelet str = "vihar"
□□let str2 = 'vihar b'
// String length
□□let str = "vihar"
□output
□□str.length // length=5
// String indices
□□let str = "vihar"
□□console.log(str[0]); // V
□output
\square\square V
(2) what is template literals in javascript.
--> A way to have embedded expressions in strings.
□//`this is a template literal`
\square(1) String interpolation.
□--> to create strings by doing substitution of placeholders
```

```
□// `string text${expression} string text`
□Ans.
□let obj = {
☐ item: "pen",
☐ price: 10,
□};
□let output = `the cost of ${obj.item} is ${obj.price} rupees`;
□console.log(output);
   //console.log("the cost of", obj.item, "is", obj.price, "ruppes");
□Ex.
□let specialString = `this is a template literal`;
□console.log(specialString); // type = string
□output -> this is a template literal
(/n --> new line
/t --> teb space)
(3) String Methods in javascript.
--> these are built-in functions to manipulate a string
□(1) str.toUpperCase()
□Ex.
□□let str = "i am vihar";
\square\squarestr = str.toUpperCase();
□□console.log(str);
□(2) str.tolowerCase()
П
□Ex.
□□let str = "i am vihar";
\square\squarestr = str.toLowerCase();
□□console.log(str);
□(3) str.trim() // removes whitespaces
□Ex.
□□let str =" i am vihar ";
□□console.log(str.trim()); // srating and end ki space remove karke dega
□(4) str.slice(start,end?) // returns part of string
□Ex.
```

```
□□let str = "hello";
□□console.log(str.slice(0, 3));
□output
□□hel
□Ex.
□□let str = "hello";
□□console.log(str.slice(2));
□output
□(5) str1.concat(str2) // joins str2 with str1
□Ex.
\Box\Boxlet str1 = "apna";
□□let str2 = "college";
□□let res = str1.concat(str2);
□□console.log(res);
□output
□□apnacollege
□Ex.
\Box\Boxlet str1 = "apna";
□□let str2 = "college";
\Box\Boxlet res = str1 + str2;
□□console.log(res);
□output
□□apnacollege
□(6) str.replace(searchVal, newVal)
□Ex.
□□let str = "hello";
□□console.log(str.replace("h","y"));
□output
□□yello
□Ex.
□□let str = "hellololo";
□□console.log(str.replaceAll("lo","p"));
□output
□(7) str.charAt(idx)
□Ex.
□□let str = "i lovejs";
□□console.log(str.charAt(3)); //v
```

```
Qs5. Prompt the user to enter their full name. Generate a username for them based on the input. Start username w
eg:user name = "viharbarvaliya" ,username should be "@viharbarvaliya12"
□Ans.
□let fullName = prompt("enter your fullname without spaces");
□let username = "@" + fullName + fullName.length;
□console.log(username);
(1) what is Arrays in javascript.
--> Collections of items
□(1) Create Array
□let horoes=["ironman","hulk","thor","batman"];
□let marks=[96,75,48,83,66];
□let info=["rahul",86,"Delhi"];
П
□Ex.
□let marks = [97, 82, 75, 64, 36];
□console.log(marks);
□console,log(marks.length); // property
□let horoes=["ironman","hulk","thor","batman"];
□(2) Array indices
□arr[0],arr[1],arr[2]....
□Ex.
□□let marks = [97, 82, 75, 64, 36];
□□console.log(marks);
□output
\square\square marks[0]
□output -> 97
☐second Ex. index ki value seng
```

(string -> in mutebal)

```
\Box\Boxlet marks = [97, 82, 75, 64, 36];
□□console.log(marks);
□output
□□marks
\square\square(5) [97, 82, 75, 64, 36];
□□marks[0] = 66;
□□66
□□marks
□□(5) [66, 82, 75, 64, 36];
(Array -> muteble)
(2) looping over an Array.
--> print all elements of an array
□Ex.(for loop array)
□□let horoes=["ironman","hulk","thor","batman"];
\square\square for (let i =0; i < heroes.length; i++) {
□□ console.log(heroes[i]);
\square\square
□second Ex.(for of loop array)
□□let horoes=["ironman","hulk","thor","batman"];
□□for (let hero of heroes) {
□□ console.log(hero);
□threed Ex.
□□let cities = ["delhi", "ahmadabad", "surat", "mumbai"]
□□for (let city of cities) {
□□console.log(city.toUpperCase());
\square\square
Qs6. for a given array with marks of students ->[85,97,44,37,76,60] find the average marks of the entire class.
□Ans.
\Box\Boxlet marks = [85, 97, 44, 37, 76, 60];
\Box\Boxlet sum = 0;
□□for (let val of marks) {
```

```
□□ sum += val;
\square\square
□□let avg = sum / marks.length;
□□console.log(`avg marks of the class = ${avg}`);
Qs7. for a given array with prices of 5 items->[250,645,300,900,50]All items have an offer of 10% off on them. Change
∏Ans.
\Box\Boxlet items = [250, 645, 300, 900, 50];
\Box\Boxlet i = 0;
□□for (let val of items) {
□□ console.log(`value at index ${i} = ${val}`);
\Box\Box let offer = val / 10;
□□ items[i] = items[i] - offer;
□□ console.log(`value after offer = ${val}`);
□□ i++;
\square\square
□Ans2.
\Box\Boxlet items = [250, 645, 300, 900, 50];
\square\squarefor (let i =0; i < items.length; i++) {
\Box\Box let offer = items[i] / 10;
□□ items[i] -= offer;
□□console.log(items);
(3) Array methods
□(1)Push():add to end
Ex.
□let foodItems = ["potato","apple","lichi","tomato"];
□foodItems.push("chips", "burger","paneer");
□console.log(foodItems);
□(2)pop():delete from end & return
Ex.
□let foodItems = ["potato","apple","lichi","tomato"];
□console.log(foodItems);
□foodItems.pop();
□console.log(foodItems);
```

```
□(3)toString():converts array to string
Ex.
□let foodItems = ["potato","apple","lichi","tomato"];
□console.log(foodItems);
□console,log(foodItems.toString());
□console.log(foodItems);
□(4) Concat():joins multiple arrays & returns result
□let marvelheroes = ["thor","spiderman","ironman"];
□let dcheroes = ["superman", "batman"];
□let heroes = marvelheroes.concat(dcheroes);
□console.log(heroes);
\square(5) unshift(): add to start
Ex.
□let marvelheroes = ["thor", "spiderman", "ironman"];
Imarvelheroes.unshift("antman");
□(6) shift(): delete from start & return
Ex.
□let marvelheroes = ["thor", "spiderman", "ironman"];
Imarvelheroes.shift();
□console.log("deleted ", val);
□(7) Slice(): returns a piece of the array
□□slice(startidx, endidx)
Ex.
□let marvelheroes = ["thor", "spiderman", "ironman", "antman", "Dr.Strange"];
□console.log(marvelheroes);
□console.log(marvelheroes.slice(1, 3));
output.
["spiderman","ironman"]
```

```
□(8) Splice(): change original array (add,remove,replace)
□□splice( startidx,delCount,newEl1...)
\Boxlet arr = [1,2,3,4,5,6,7];
□arr.splice(2,2,101,102);
output.
[1,2,101,102,5,6,7]
Second Ex. // Add Element
\Boxlet arr = [1,2,3,4,5,6,7];
□arr.splice(2,0,101);
output.
[1,2,101,3,4,5,6,7]
threed Ex. // delete element
\Boxlet arr = [1,2,3,4,5,6,7];
□arr.splice(3,1);
output.
[1,2,3,5,6,7]
fourth Ex. // replace Element
\Boxlet arr = [1,2,3,4,5,6,7];
□arr.splice(3, 1, 101);
Qs8. create an array to store companies -> "Boomberg", "Microsoft", "Uber", "google", "IBM", "Netflix".
□(a) Remove the first company from the array
□(b) remove Uber & add ola in its place
□(c) Add Amazon at the end
--> Ans.a
□let companies = ["Boomberg","Microsoft","Uber","google","IBM","Netflix"];
□companies.shift();
--> Ans.b
□let companies = ["Boomberg","Microsoft","Uber","google","IBM","Netflix"];
□companies.splice(2,1,"ola");
--> Ans.c
□let companies = ["Boomberg", "Microsoft", "Uber", "google", "IBM", "Netflix"];
□companies.push("Amazon");
```

```
□□ ********functions*******
(1)what is Functions in javascript.
--> Block of code that performs a specific task, can be invoked whenever needed.
** Function Definition->
☐function myfunctionname(){
□□console.log(" i am vihar")
□}
** Function Call->
Imyfunctionname();
** | Function - parameter and argument
□function myfunction(msg){ // parameter
□console.log(msg);
□}
Impfunction("i love js"); // argument
Ex. 2 number, sum in function
□function sum(x, y) {
\Box s = x + y;
□console.log("good");
□return s;
□}
\Boxlet val = sum(3, 4);
□console.log(val);
---> function perameter is local variabals of function and block scope.
(2) what is arrow Functions.
--> Compact way of writing a function.
Ex.
\squarecoust arrowsum = (a, b)=> {
\Box console.log(a + b);
□};
```

Qs9. Create a function using the "function" keyword that takes a String as an argument & returns the number of vow

```
Ans.
□function countvowels(str) {
\Box let count = 0;
☐ for (const char of str) {
□ if (
□ char === "a" ||
☐ char === "e" | |
char === "i" ||
□ char === "o" ||
□ char === "u"
□ ){
□ count++;
□ }
□}
□// console.log(count);
☐ return count;
□};
Qs10. Create an arrow function to perform the same task.^
□const countvow(str) => {
\Box let count = 0;
☐ for (const char of str) {
□ if (
☐ char === "a" ||
□ char === "e" ||
☐ char === "i" | |
☐ char === "o" ||
□ char === "u"
□ ){
□ count++;
□ }
□}
□// console.log(count);
☐ return count;
□};
(3) for Each loop in arrays.--> higher order function
□Ex.
\Box\Boxlet arr = [1,2,3,4,5];
□□arr.forEach(function printVal(val){
□□ console.log(val);
□□});
□second Ex.
\Box let arr = [1,2,3,4,5];
□□arr.forEach((val) => {
□□ console.log(val);
□□});
```

```
□threed Ex.
□□let arr = ["pune", "delhi", "mumbai"];
□□arr.forEach((val, idx, arr) => {
□□ console.log(val.toUpperCase(), idx, arr);
\square\square});
Qs11. For a given array of numbers, print the square of each value using the forEach loop.
Ans.
\Boxlet nums = [2, 3, 4, 5, 6];
Inums.forEach((num) => {
☐ console.log(num * num);//num**2
□});
Ex.
\Boxlet nums = [2, 3, 4, 5, 6];
□let calcSquare = (num) => {
□ console.log(num * num);
□};
Inums.forEach(calcsquare);
****Same More Array Methods****
(1) Map
--> Creates a new array with the results of some operation. the value its callback returns are used to from new array
Ex.
\Boxlet nums = [67, 52, 39];
\squarenums.map((val) => {
☐ console.log(val);
□});
second Ex.
\Boxlet nums = [67, 52, 39];
□let newarr = nums.map((val) => {
☐ return val * val;
□});
□console.log(newarr);
(2) Filter
```

--> Create a new array of elements that give true for a condition/filter.

```
Ex.
\Boxlet arr = [1,2,3,4,5,6,7,8];
□let evenArr = arr.filter((val) => {
☐ return val % 2 === 0;
□});
□console.log(evenArr);
second Ex.
\Boxlet arr = [1,2,3,4,5,6,7,8];
□let evenArr = arr.filter((val) => {
☐ return val % 2 !== 0;
□ // return val > 3;
□});
□console.log(evenArr);
(3) Reduce
--> Performs some operations & reduces the array to a single value. it returns that single value.
Ex.
\Boxlet arr = [1, 2, 3, 4];
□const output = arr.reduce((res, curr) => {
☐ return res = curr;
□});
□console.log(output);
Ex.
\Boxlet arr = [5,6,1,2,3,4];
□const output = arr.reduce((prev, curr) => {
☐ return prev > curr ? prev : curr;
□});
□console.log(output); // 10
Qs12. We are given array of marks of students. filter our of the marks of students that scored 90+.
Ans.
□let marks = [97, 64, 32, 49, 99, 96, 86];
□let toppers = marks.filter((val) => {
\square return val > 90;
□});
□console.log(toppers);
```

Qs14. Take a number n as input from user. Create an array of numbers from 1 to n.

Use the reduce method to calculate sum of all numbers in the array.

☐Use the reduce method to calculate product of all numbers in the array.

```
Ans.

Dlet n = prompt(" enter a number: ");

Dlet arr = [];

Dfor (let i = 1; i <= n; i++) {
    arr[i - 1] = i;
    D}

Dconsole.log(arr);

Dlet sum = arr.reduce ((res, curr) => {
    return res + curr;
    D});

Dconsole.log("sum =", sum);

Dlet factorial = arr.reduce((res, curr) => {
    return res * curr;
    D});
```

□console.log("factorial = ", factorial);