



Assignment For Day 1

1. Explain the use of JavaScript (or What you can do using a JavaScript).

The primary use of JavaScript is to build web-applications. JavaScript applications include Web & Mobile Apps, Game Development, Server Applications and AI-ML Projects.

2. What is the difference between client-side and server-side?

Client-side is the frontend or the user facing side that the user can interact with.

Server-side is the backend or the part that runs on a server.

3. What is Nodejs?

Node.js is an open-source, cross platform, back-end JavaScript runtime environment that runs on the V8 engine and executes JavaScript code outside a web-browser, which was designed to build scalable network applications.

4. Explain Scope in JavaScript

Scope is defined as the accessibility of defined variables in JavaScript.

In JavaScript, there are three types of scope: Global Scope, Local Scope and Block Scope.

5. JavaScript is asynchronous or synchronous.

JavaScript is a synchronous, single-threaded language. However, its features, ways of dealing with previous issues using callbacks, promises and async/await does allows you to implement asynchronous (behavior) event handling in your project.

6. JavaScript is Single-threaded or Multi-threaded.

JavaScript is a synchronous, single-threaded language.

7. Explain DOM in your own word.

DOM stands for Document Object Model. It is a standard object model and programming interface that allows you to create, change or remove elements from

the document. The DOM is construct as a tree of Objects. This allows JavaScript to create dynamic HTML.