JavaScript

```
console.log("hi") //printing "hi"
console.error("sorry") //printing an error "sorry"
console.warn("no") // printing a warningc "no"

// variable declaraiton
const date={}; //constant variables
let a=0; //  a variable declared in a block with let  is only available for use within that block

//object
let obj = {type:"car",
        model:"polo"}
console.log(obj.type);

//function
function myfunc(p1,p2){
   return p1+p2
}
console.log(myfunc(2,4))

//object delete property
let obj2 = {type:"car",
        model:"polo"}
delete obj2.type
console.log(obj2);

//conditional statement
a=10
if(a == 10){
   console.log("yes")
```

```
}
else{
   console.log("no")
}

//for loop
const cars =['tata','bmw','benz'];
for(let i=0; i<cars.length; i++){
   console.log(cars[i]);
}

//set = datatype for creating unique type values
const letters = new Set([2,5,6])
console.log(letters)

//Map = The Map object holds key-value pairs and itterable
const fruit = new Map();
fruit.set("apple",2);
fruit.set("banana",3);
console.log(fruit)

//type conversion
let y = "5";
let x = 6;
x =+ y;
console.log(x);
x = Number(x); //to int
x = String(x); //to string
console.log(typeof(x));
```