JavaScript

let

const

	Datatypes	Values
	1. Number	1. Undefined
	2. String	2. null
	3. Boolean	3. Infinity
	4. Object	4. NaN
	5. Undefined	

```
void add(int n1, int n2){          void accept(){              int square(int n){
//logic                            //logic                      return n*n;
}                                  }                            }
```

```
200
add

function (n1, n2) {
    const result = n1 + n2
    console.log("Addition - " + result)
}
200

200
myadd
```
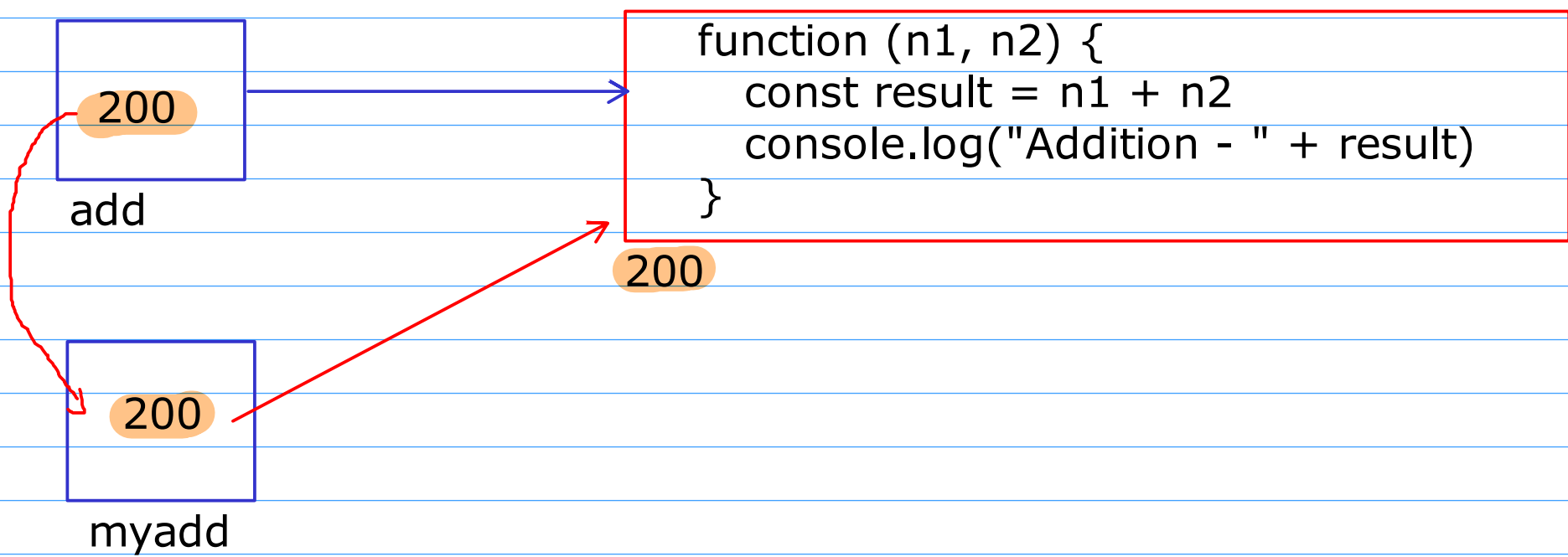
```
Employee e1 = new Employee();
Employee e2 = e1;
```

stack   heap

```
200            id      name      salary
e1

200            200
e2
```
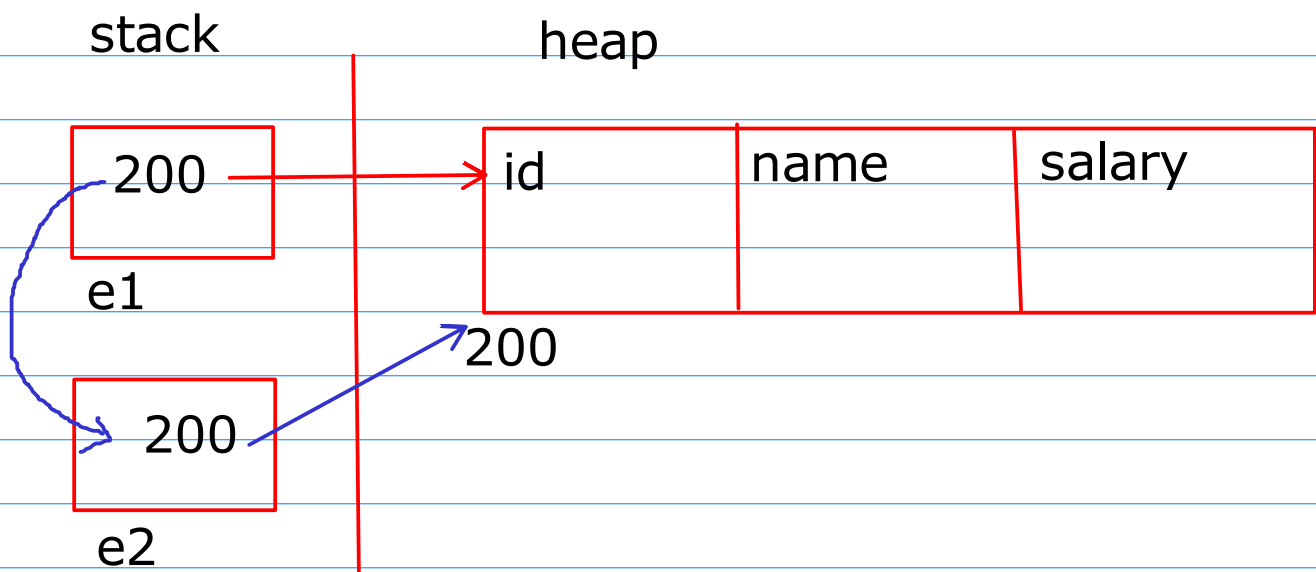
In JS we can create the object in 3 ways
1. using {}
2. using new keyword
3. using Constructor function

```
class Person{
//Datamembers , Fields
string name;
int age;
}
```

p1

name
"Anil"
age
30
[[prototype]]:p1

```
function Person(name, age) {
    this.name = name
    this.age = age
}
```

p2

name
"Mukesh"
age
32
[[prototype]]:p2

constructor

display

[[prototype]]:obj

toString
constructor

```
function displayPerson() {
    console.log("Name = " + this.name)
    console.log("Age = " + this.age)
}
```

```
function toString(){

}
```

```
function Object(){

}
```
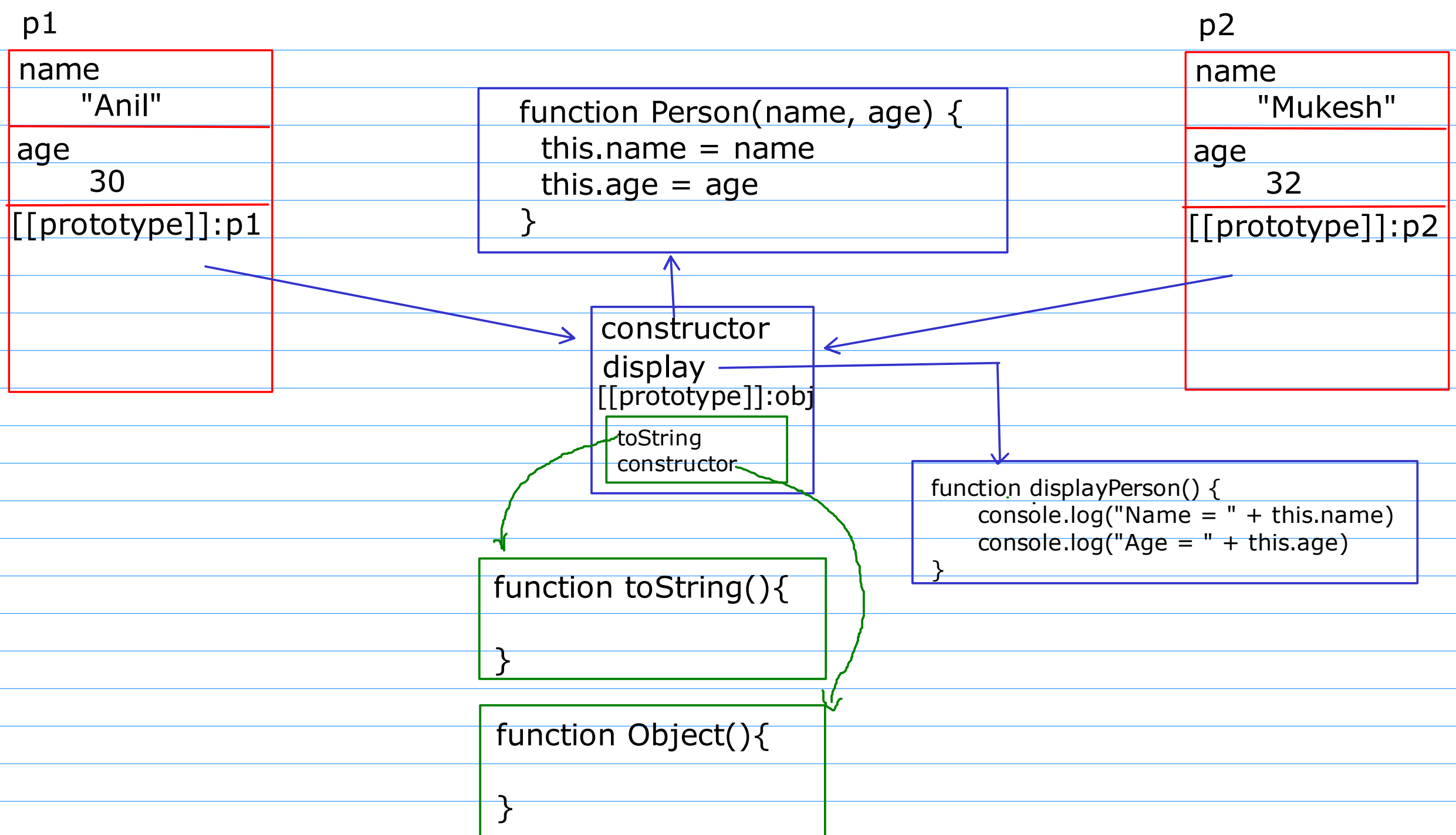
It has its own rules
It has its own syntax