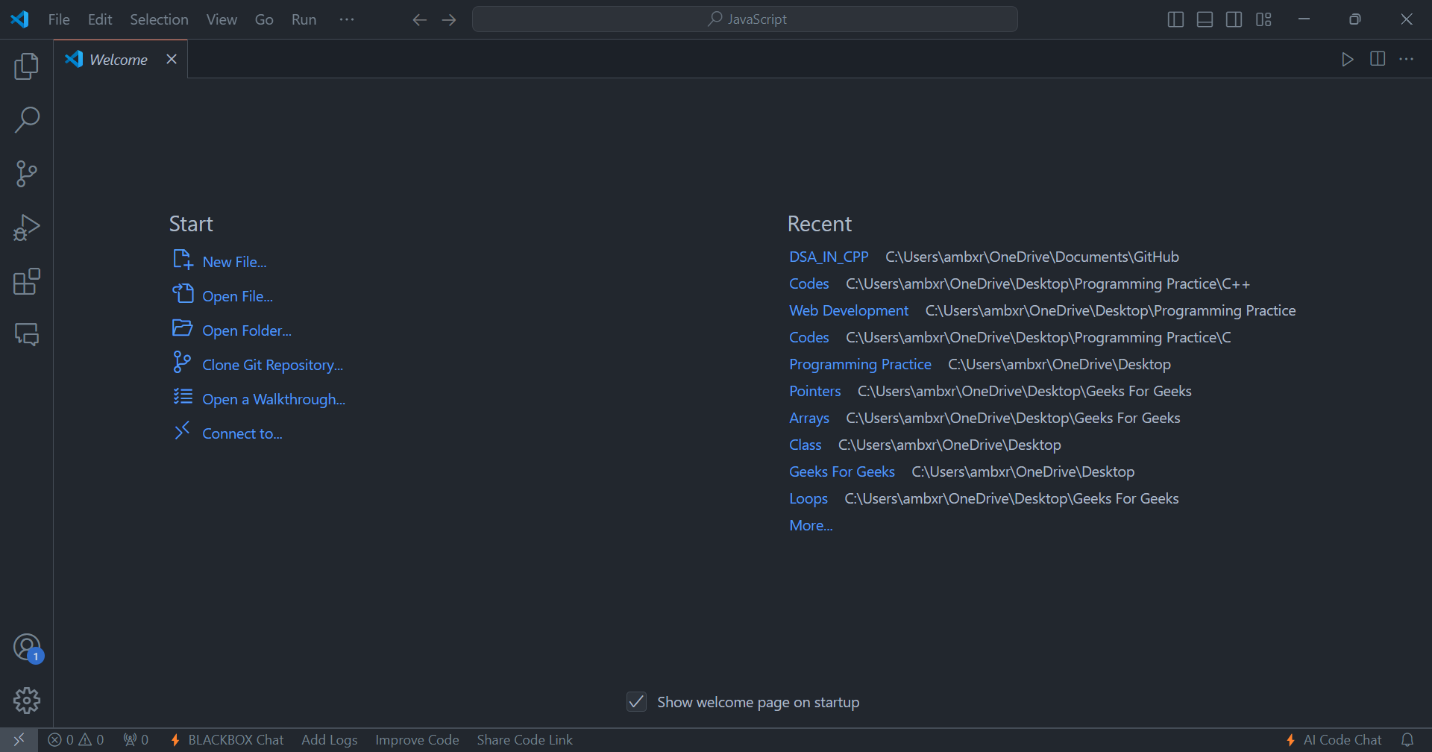
DAY 1

1. What is JavaScript?

* JS is a programming language. We use it to give instructions to the computer.
* JavaScript is a dynamic typed language.

1. Setting up VS Code </>

* It is a free & popular code editor by Microsoft.
* Objects – It is a collection of different types of values.

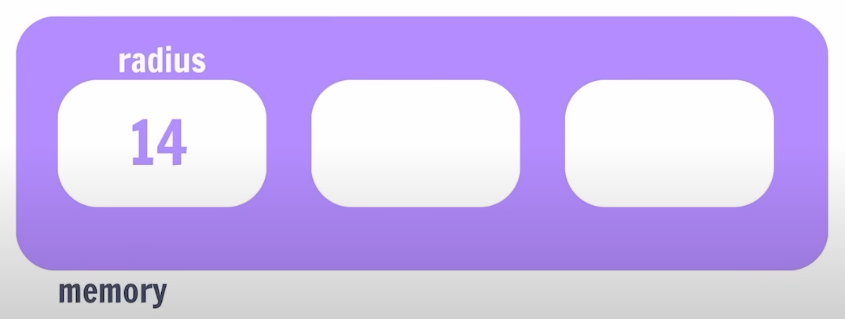
1. Our 1st JS Code

* A screen shot of a computer

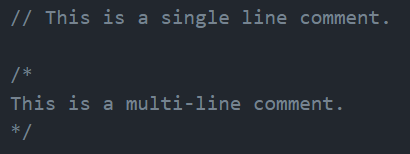
  Description automatically generatedConsole.log is used to log (print) a message to the console.

1. Variables in JS

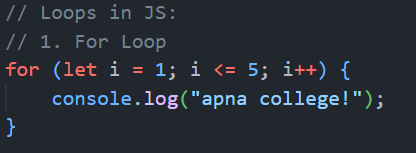
* Variables are containers for data.

1. Variable Rules
   * Variable names are case sensitive; “a” & “A” is different.
   * Only letters, digits, underscore (\_) and $ are allowed. NOT even space.
   * Only a letter, underscore (\_) or $ should be 1st character.
   * Reserved words cannot be variables name.
2. let, const & var
   * var: Variable can be re-declared & updated. A global scope variable.
   * let: Variable cannot be re-declared but can be updated. A block scope variable.
   * const: Variable cannot be re-declared or updated. A block scope variable.
3. Data Types in JS
   * Number, String, Boolean, Undefined, Null, BigInt, Symbol.
   * Data Types are of two types:
     1. Primitive - 7
     2. Non-Primitive – Objects (Arrays, Functions)

DAY 2

1. Comments in JS
   * Part of Code which is not executed.
2. Operators in JS
   * Used to perform some operation on data.
   * Types of operators:
     1. Arithmetic Operators
        1. + 🡪 Addition
        2. – 🡪 Subtraction
        3. \* 🡪 Multiplication
        4. / 🡪 Division
        5. % 🡪 Modulus
        6. \*\* 🡪 Exponentiation
        7. ++ 🡪 Increment
        8. -- 🡪 Decrement
     2. Assignment Operators
        1. =
        2. +=
        3. -=
        4. \*=
        5. /=
        6. %=
        7. \*\*=
     3. Comparison Operators
        1. == 🡪 Equal to
        2. === 🡪 Equal to & type
        3. != 🡪 Not equal to
        4. !== 🡪Not equal to & type
        5. < 🡪 Less than
        6. <= 🡪 Less than & equal to
        7. > 🡪 Greater than
        8. >= 🡪 Greater than & equal to
     4. Logical Operators
        1. && 🡪 Logical AND
        2. || 🡪 Logical OR
        3. ! 🡪 Logical NOT
     5. Ternary Operators
        1. condition ? true output : false output
3. Conditional Statements
   * To implement some conditions in the code.
   * Types of conditional statements:
     1. if statement
     2. if-else statement
     3. else-if statement
     4. switch statement

DAY 3

1. Loops in JS
   * Loops are used to execute a piece of code again & again.
   * There are three types of loops in JS:
     1. for loop
     2. A computer screen shot of text

        Description automatically generatedwhile loop
     3. A screen shot of a computer code

        Description automatically generateddo-while loop
     4. for-of loop
     5. for-in loop
2. Strings in JS
   * String is a sequence of characters used to represent text.
3. Template Literals in JS
   * A way to have embedded expressions in string.

`this is a template literal`

1. String Interpolation
   * To create strings by doing substitution of placeholders.

`string text ${expression} string text`

1. String Methods in JS
   * These are built-in functions to manipulate a string.
     1. str.toUpperCase()
     2. str.toLowerCase()
     3. str.trim(): removes whitespaces
     4. str.slice(start, end?): returns part of string
     5. str1.concat(str2): joins str2 with str1
     6. str.replace(searchVal, newVal)
     7. str.charAt(idx)