Variable is a container that contain some data.

Can be declared using number after a letter(x1), character $ or \_

Cannot contain reserved keywords in javascripts(e.g. var,function)

Variable without any assigned value will have undefined value by default.

If variable is not declared and assigned in any of the function, it’s scope is global and can be accessed anywhere.

5 data types

1. String
2. Number(decimal,float,exponent->10e5 or 10e-5)
3. Boolean
4. Arrays
5. Object

Typeof keyword- gives datatype of variable

instanceof

=== equal type and value

== equal values

Declaring function

function fname(<param1>,<param2>)

{

//Function body

}

Calling function:

Fname();

* Functions make easy to perform a task again and again.(code reusing)

Event – action performed to do some task/work e.g. click a button, hover over image

Array – to store multiple values in variable.

Length() – calculates total number of elements

Sort() – sorts in ascending order

Pop() - pops out last element

Unshift()- 0th index name will be added

Variables

Objects   
Functions -Login pop up null/undefined/blank

Events - calc

Arrays – take add code waiting student count

Inheritance - show devices info

Conditions - to check valid id and allow access to website  
 Regular Expressions – email, password(sign-up page)

Strict mode - pending

Errors – OTP verification

Type Conversions – Graduate orientation record

JSON – contact us

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Queues – serving next customer in bank queue

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Stacks – unpacking box of books

•

Arrays – single and multidimensional store experience details of candidate

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Interfaces – animal hierarchy

•

Collections – hash Map, linked list (list of flats in an apartment)

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Generics – ()

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Multithreading – (bank transaction)