

# What is JS?

JS stands for JavaScript, a programming language primarily used for creating interactive web pages and web applications.

It is a high-level, dynamic, and interpreted language that is executed on the client side (in the user's web browser) or on the server side (on a web server).

JavaScript is widely used for front-end web development, including the creation of dynamic effects, animations, and user interfaces.

It can also be used for back-end development, server-side scripting, and mobile app development.

## When it is introduced?

JavaScript was introduced in the mid-1990s. It was created by Brendan Eich at Netscape, who initially called it Mocha, then LiveScript, before finally settling on JavaScript. The language was designed to add interactivity to static HTML pages and was first implemented in Netscape Navigator 2.0 in 1995.

Since then, it has become one of the most popular programming languages in the world, used for everything from simple website animations to complex web applications and server-side programming.

## A general flow chart for JavaScript programming:

**Start -> Input -> Variable Declaration -> Conditional Statements (if/else) -> Looping Statements (for/while) -> Functions -> Output**

Here's a brief explanation for each area in the flow chart:

Start: This is where the JavaScript code execution begins.

Input: This is the stage where you may accept input values from the user or another system.

Variable Declaration: In this phase, you may declare variables to store data.

Conditional Statements: These statements help you make decisions based on a particular condition or set of conditions.

Looping Statements: These statements are useful when you need to perform a block of code repeatedly.

Functions: These are reusable blocks of code that perform a specific action.

Output: In this step, you may display the output generated from the JavaScript code execution.

Overall, this flow chart demonstrates the main steps and components involved in JavaScript programming.