**JavaScript**

JavaScript is a lightweight, cross-platform, object-oriented computer programming language.

Lightweight – simple and doesnot take much memory

Cross-platform – most of the platforms and systems not just web

Object oriented – based on objects

JS was a client side only used in browser environment

Server side : with node.js JS is used in server side

**Variables and Datatypes**

Variable:

It is like a container in which we can store value to use over and over again in the code.

var <variable name> = <value>;

Datatypes

Number - floating points, decimals, integers

String - sequence of characters, used for text

Boolean - logical data true or false

Undefined – datatype of variable that doesn’t have any value.

Null - Also means ‘non-existent’

**Comments**

Single line using //

Multiline /\*

Fuh

vjdbkjd

\*/

**Variable Mutation and Type Coercion**

Javascript automatically converts the type

Variable mutation

Means changing the value

**Operators**

Math operators: -,+,\*,/

Logical operators: >,<

typeof operator: returns the type of the variable

**Operator precedence**

The operator which has highest precedence is evaluated first.

**Control Structure**

If{}

If{}else{}

**Ternary operator**

It is like using if else in single line

<condition>?<if true>:<otherwise this>

**Functions**

To reuse the piece of code we use functions.

Syntax function <func\_name>(arg1,arg2…){

//function block

}

**Javascript Versions**

1997 - ES1(ECMAScript 1)

2009 - ES5

2015: ES6

ES7 2016

ES8 2017

**JavaScript behind**













