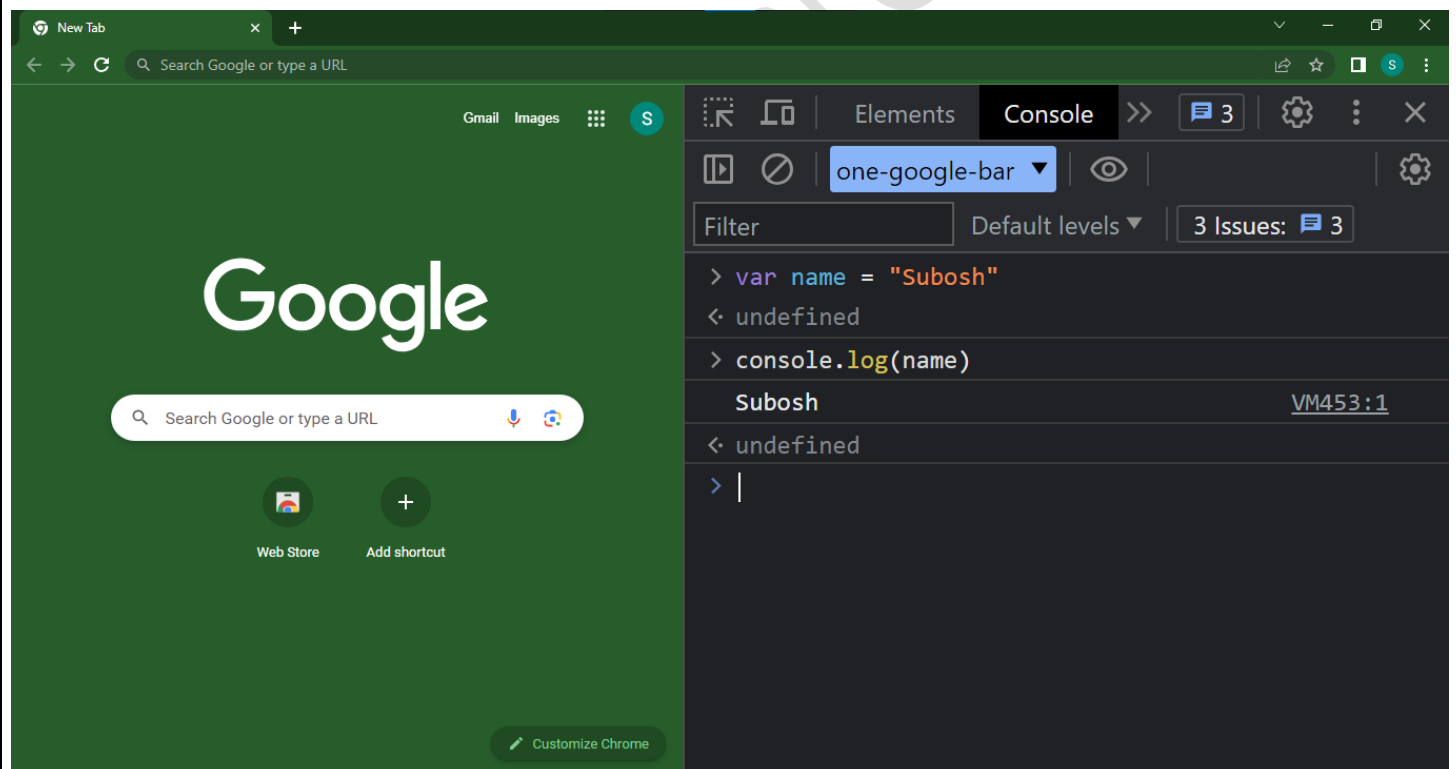
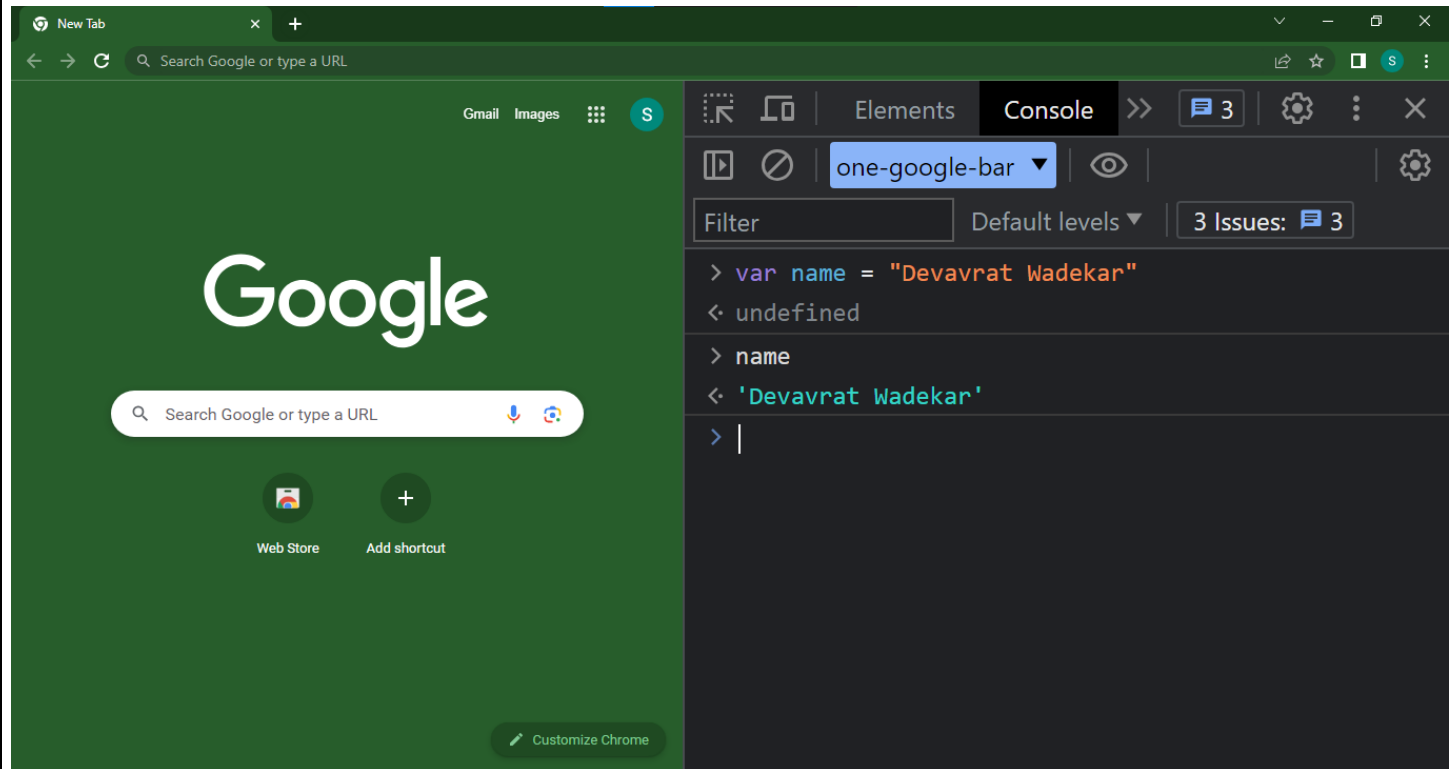


JavaScript

JavaScript front End Summary



JavaScript

The screenshot shows a Chrome browser window with the Google homepage. The JavaScript console is open, displaying the following code and outputs:

```
> var name = "Subosh";  
< undefined  
> console.log(name);  
Subosh  
< undefined  
> var number = 20;  
< undefined  
> console.log(number);  
20  
< undefined  
> var floatNumber = 23.65;  
< undefined  
> floatNumber  
< 23.65  
> console.log(floatNumber);  
23.65  
< undefined  
>
```

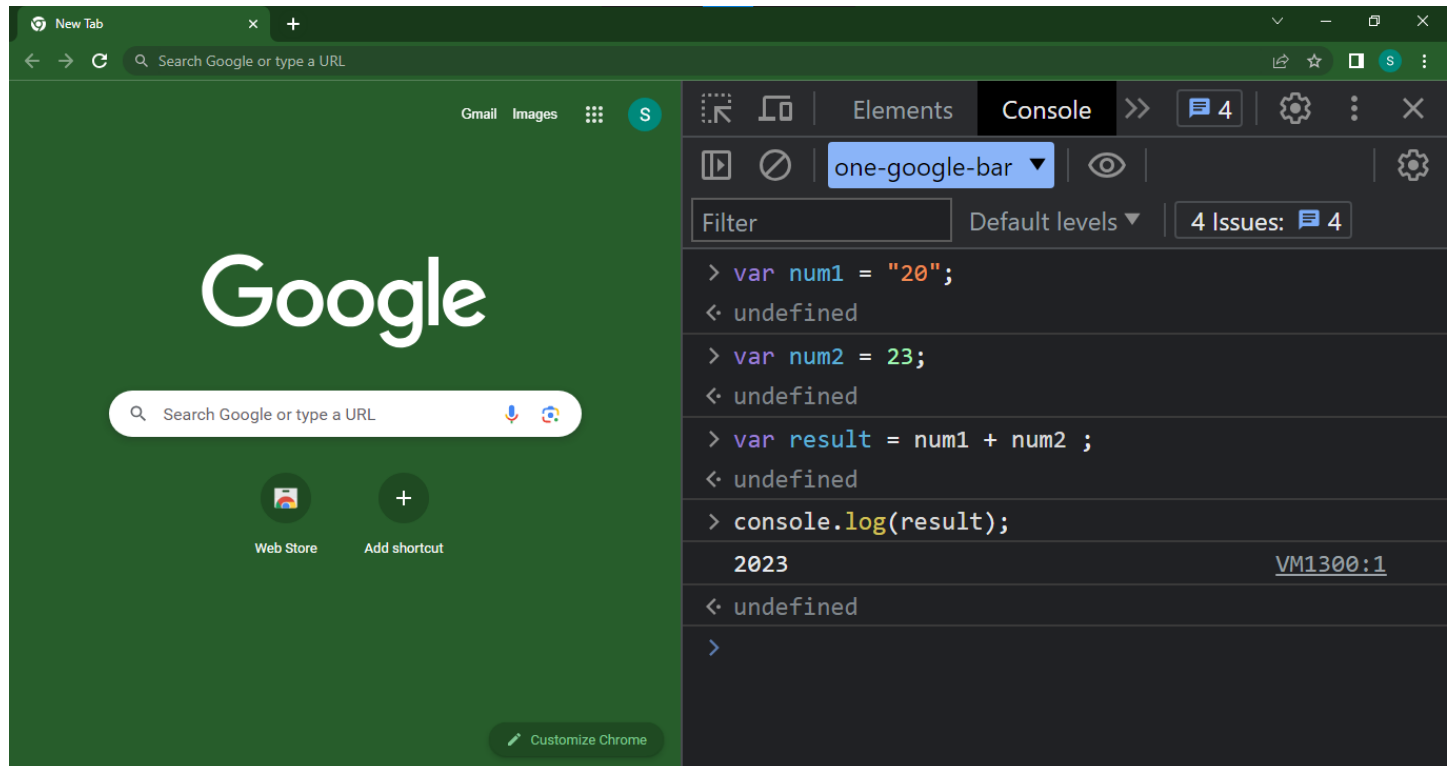
Addition is happened between two numbers in JavaScript :

The screenshot shows a Chrome browser window with the Google homepage. The JavaScript console is open, displaying the following code and outputs:

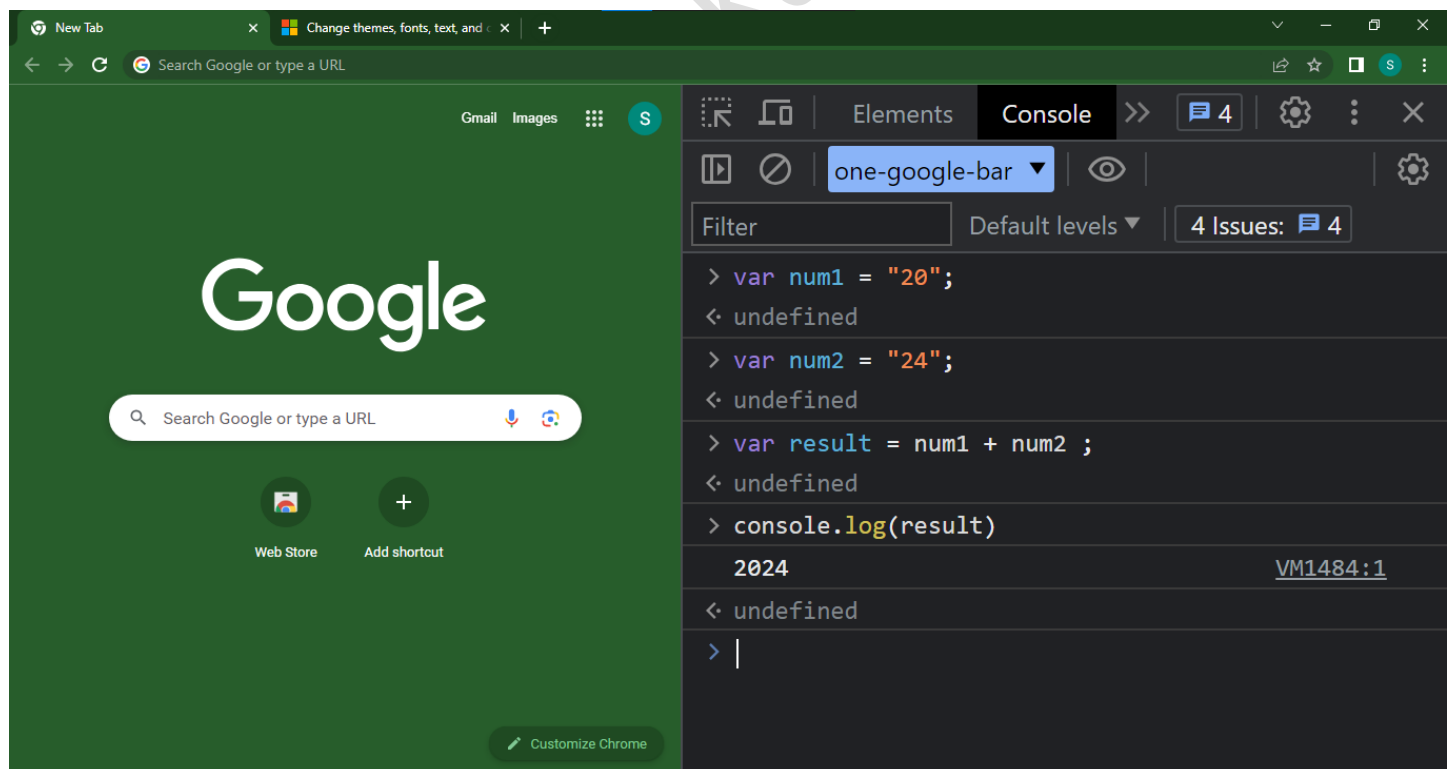
```
> var num1 = 20;  
< undefined  
> var num2 = 40;  
< undefined  
> var result = num1 + num2 ;  
< undefined  
> console.log(result);  
60  
< undefined  
>
```

JavaScript

Concatenation : Addition will be happened between String and Integer Number

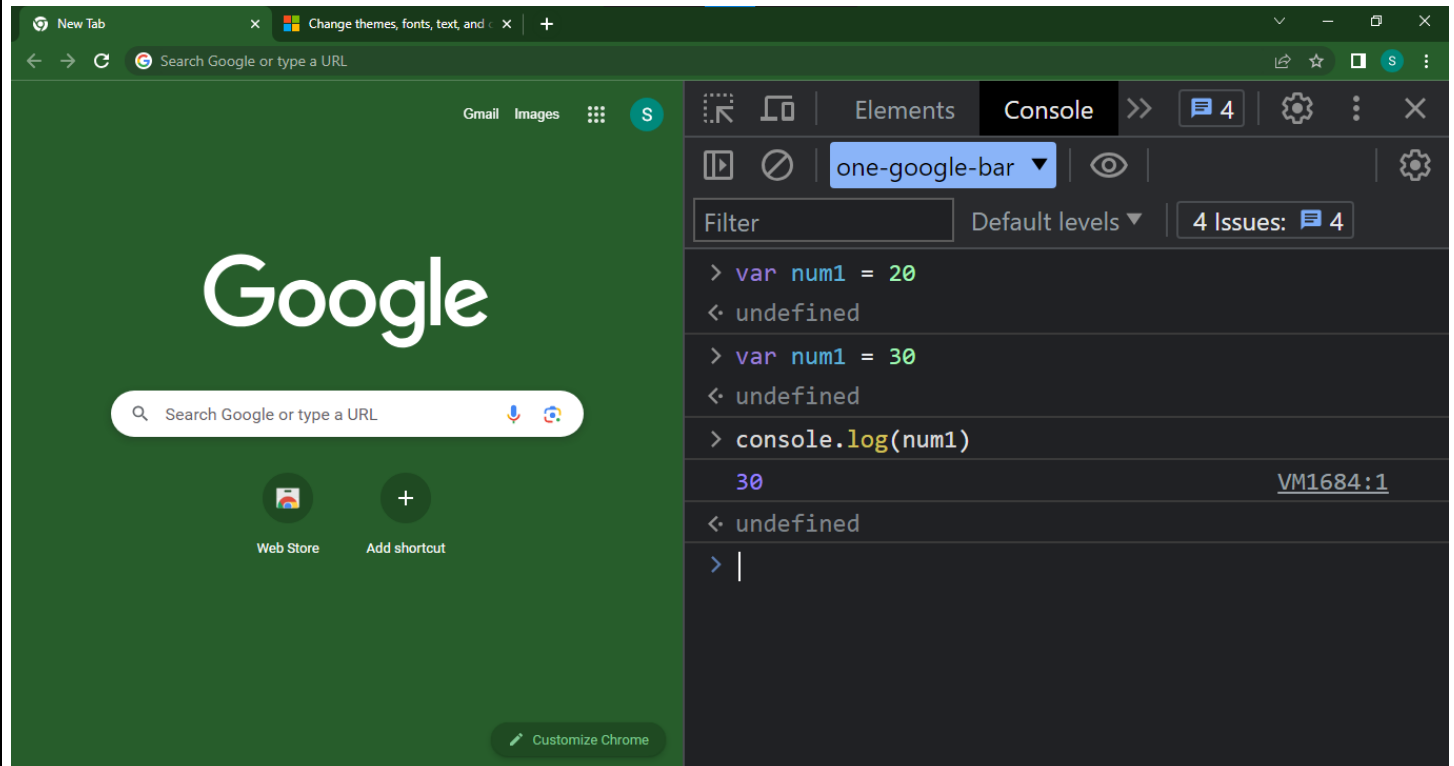


Double Quote data is always indicated **String** in JS for addition

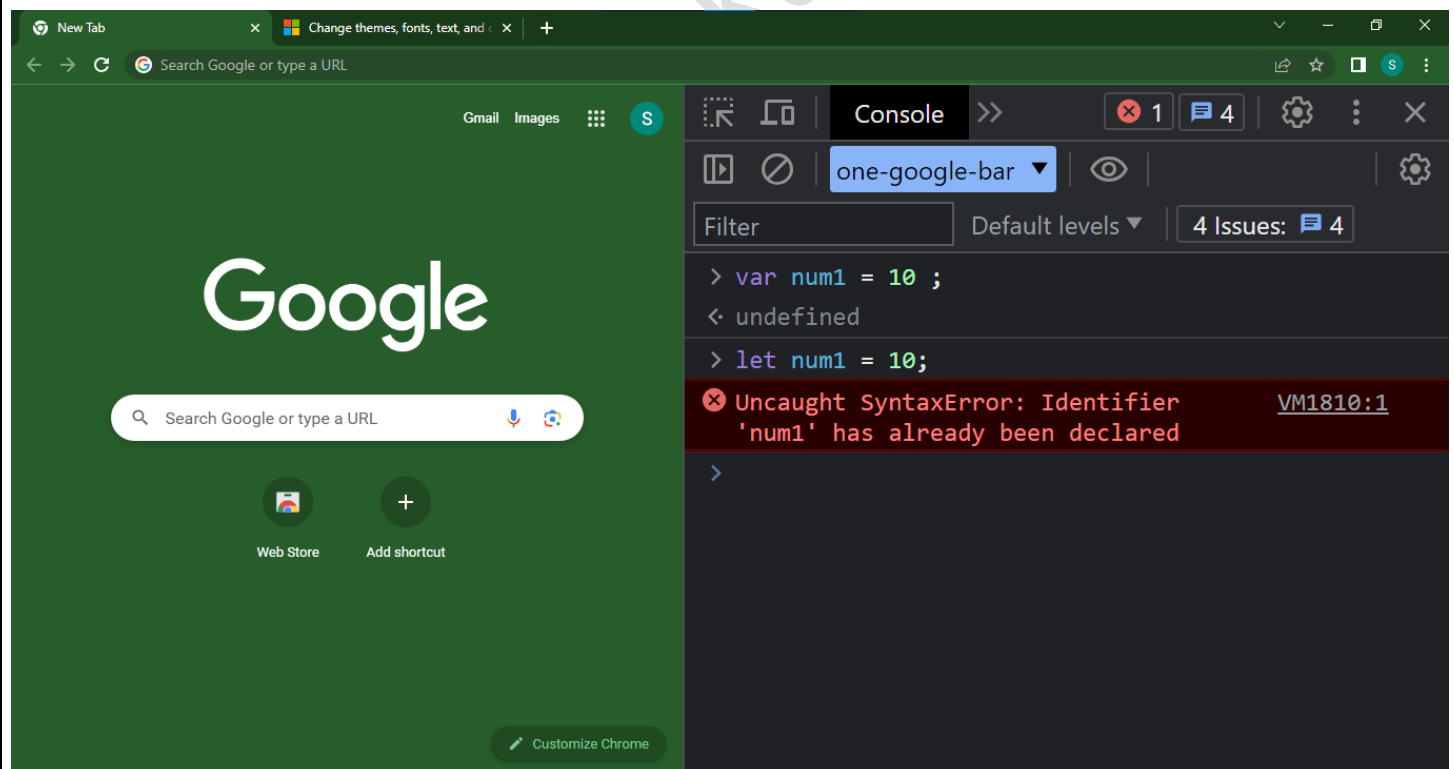


JavaScript

Same **variable name** if you specified in new value then new value will be injected



Using **let** and **const** data type in **JS** . You cannot initialize new value



JavaScript

The screenshot shows a Chrome browser window with a dark green background. The address bar contains the text "Search Google or type a URL". The console is open, showing the following code and error:

```
> var num1 = 40 ;
< undefined
> const num1 = 20;
Uncaught SyntaxError: Identifier 'num1' has already been declared VM1899:1
```

The error message is highlighted in red. The console also shows "4 Issues: 4" and "Default levels".

Rules for Specifying variables

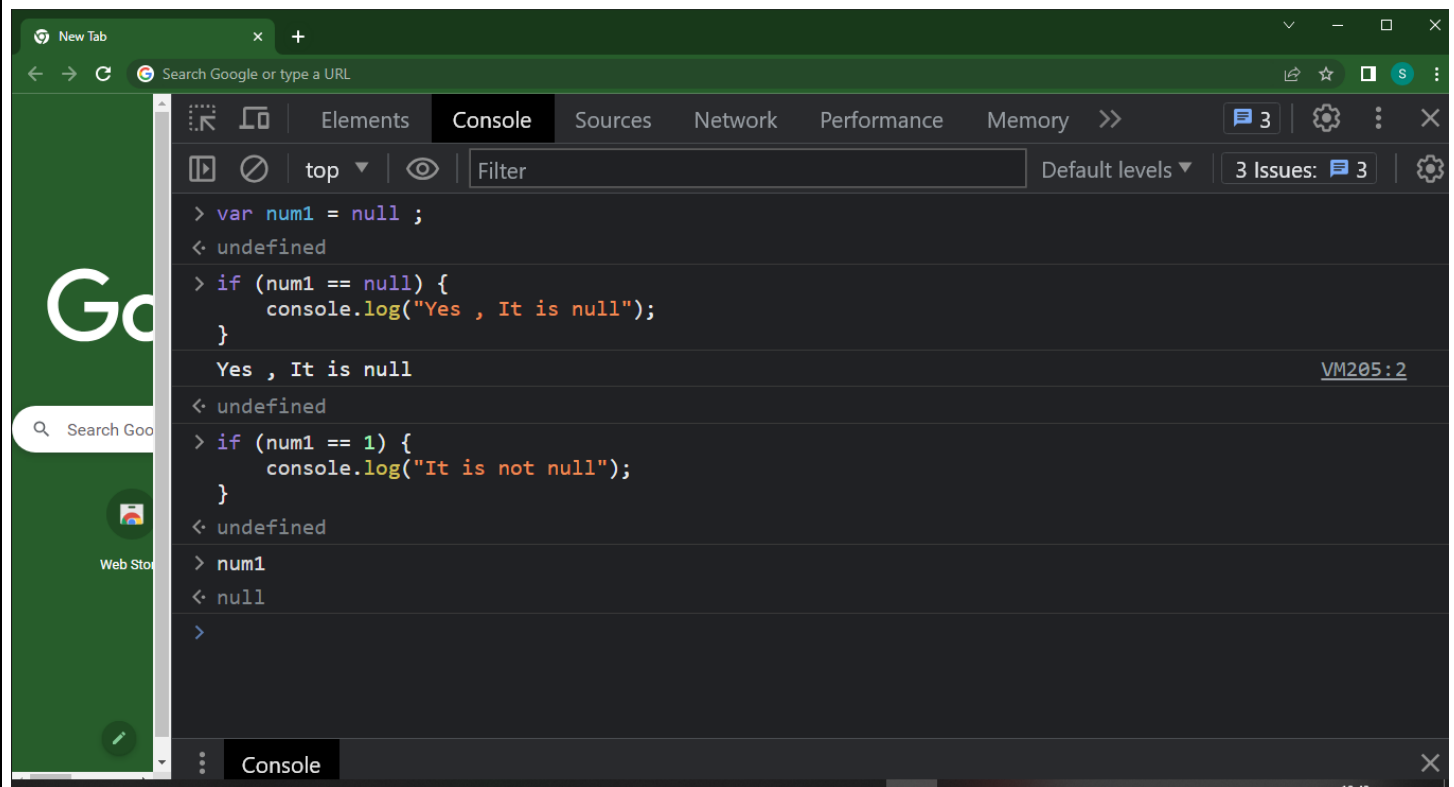
The screenshot shows a Chrome browser window with a dark green background. The address bar contains the text "Search Google or type a URL". The console is open, showing the following code and errors:

```
> let n1 = 100;
< undefined
> n1 = 200;
< 200
> var n1 = 300
Uncaught SyntaxError: Identifier 'n1' has already been declared at <anonymous>:1:1 VM1988:1
> var n2 = 400
< undefined
> let n2 = 500
Uncaught SyntaxError: Identifier 'n2' has already been declared VM2065:1
> n2 = 500
< 500
>
```

The errors are highlighted in red. The console also shows "4 Issues: 4" and "Default levels".

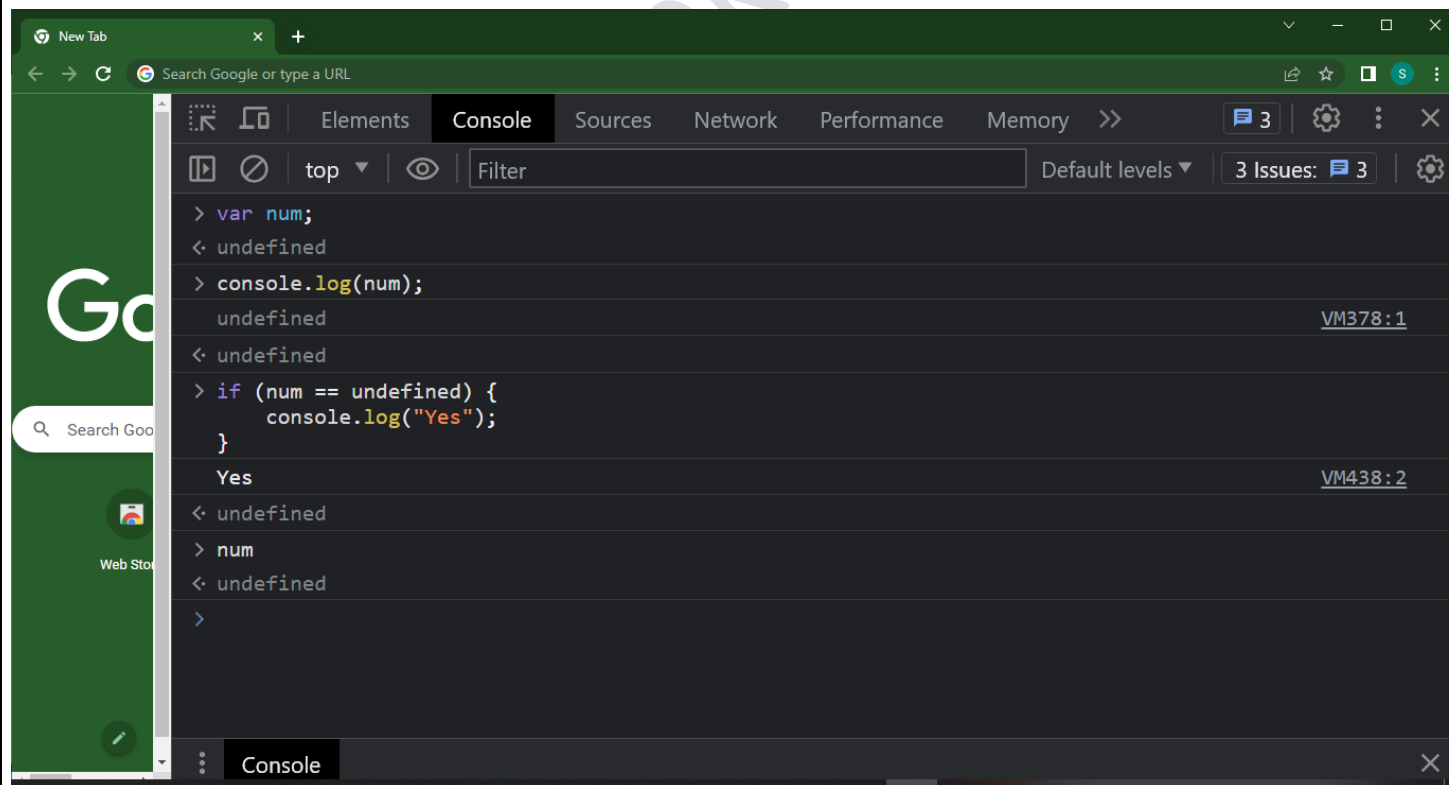
JavaScript

Null as a Value



```
> var num1 = null ;  
< undefined  
  
> if (num1 == null) {  
    console.log("Yes , It is null");  
}  
Yes , It is null  
< undefined  
  
> if (num1 == 1) {  
    console.log("It is not null");  
}  
< undefined  
  
> num1  
< null  
  
>
```

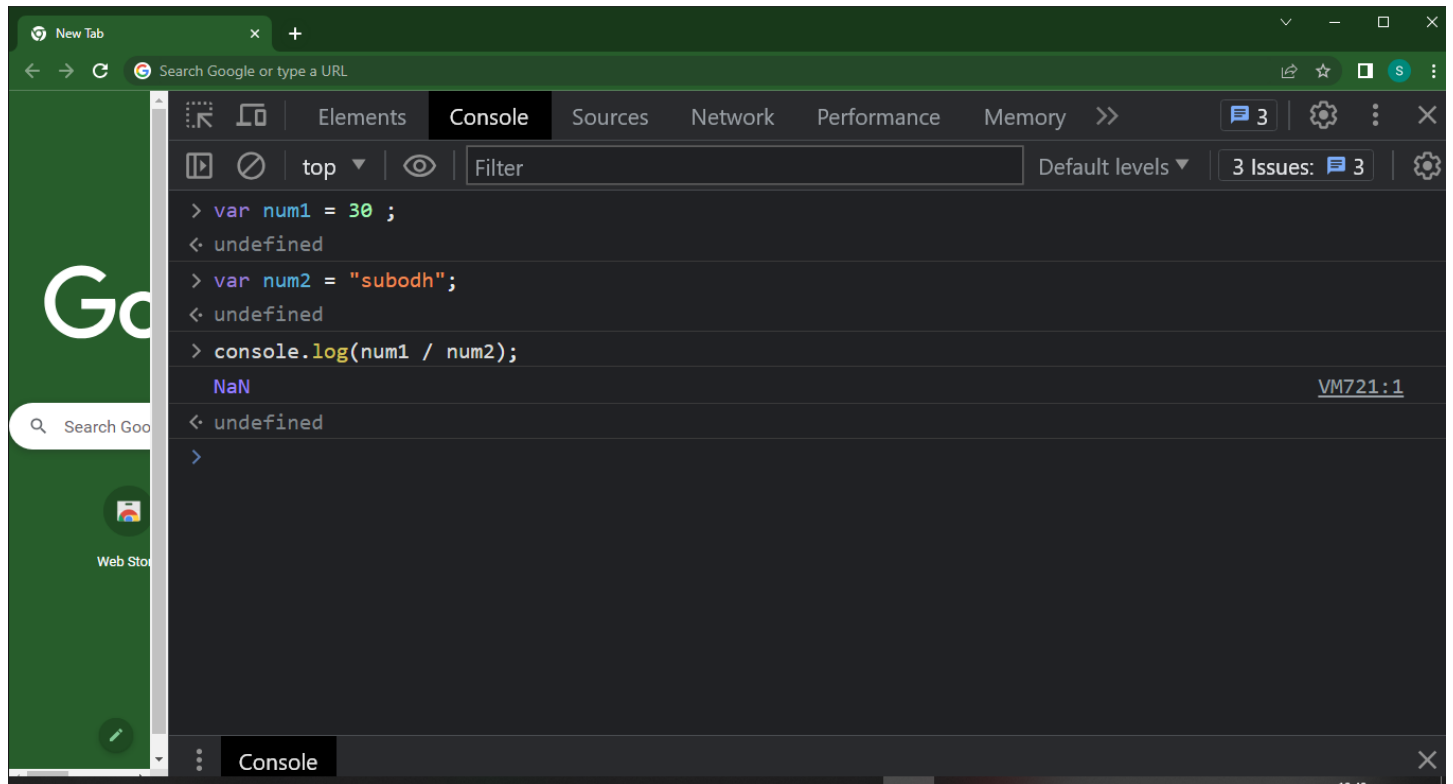
Undefined



```
> var num;  
< undefined  
  
> console.log(num);  
undefined  
< undefined  
  
> if (num == undefined) {  
    console.log("Yes");  
}  
Yes  
< undefined  
  
> num  
< undefined  
  
>
```

JavaScript

NaN (Not a Number) –

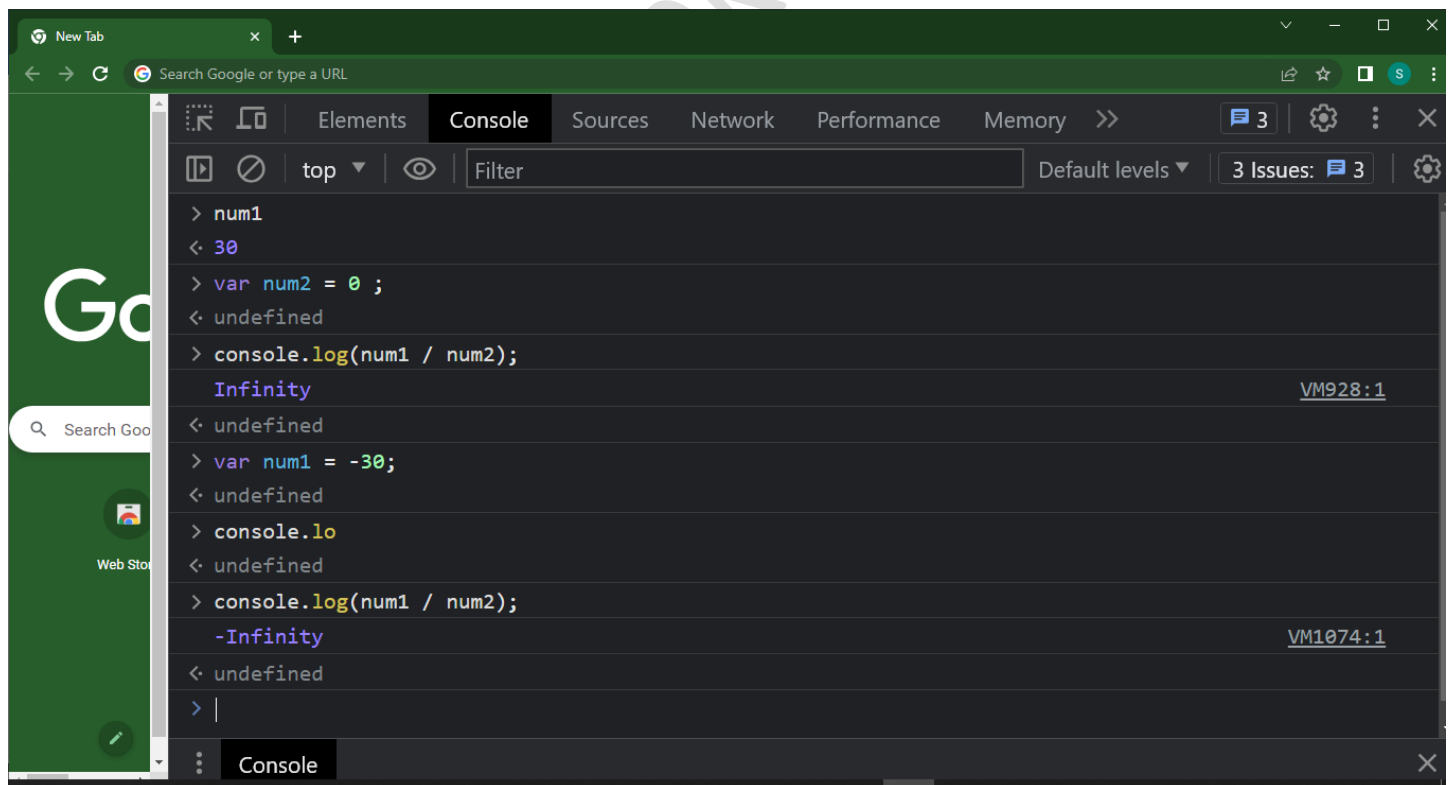


A screenshot of a web browser's developer console. The console shows the following code and output:

```
> var num1 = 30 ;  
< undefined  
> var num2 = "subodh";  
< undefined  
> console.log(num1 / num2);  
NaN  
< undefined  
>
```

The output 'NaN' is highlighted in blue. The console also shows '3 Issues: 3' and 'VM721:1'.

Infinity or -Infinity :



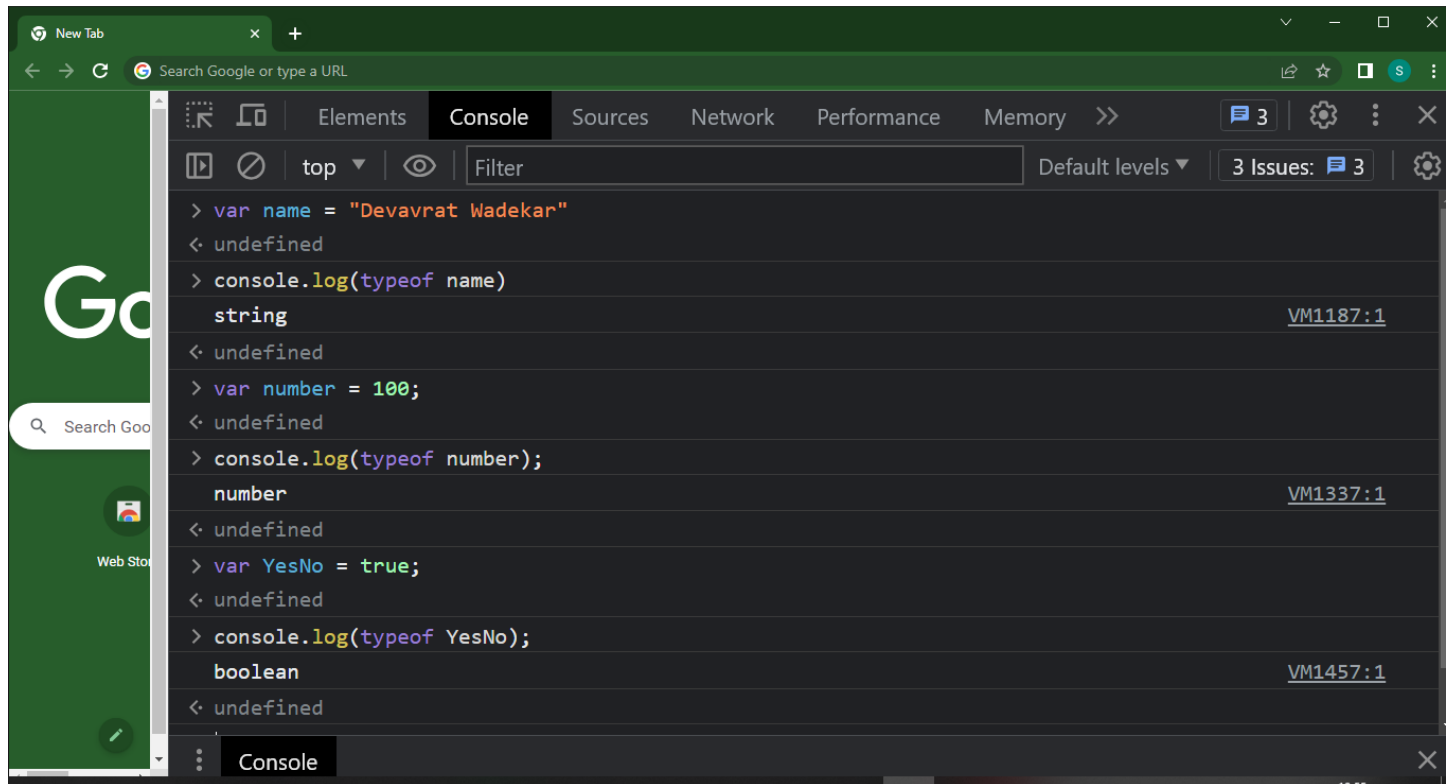
A screenshot of a web browser's developer console. The console shows the following code and output:

```
> num1  
< 30  
> var num2 = 0 ;  
< undefined  
> console.log(num1 / num2);  
Infinity  
< undefined  
> var num1 = -30;  
< undefined  
> console.log(num1 / num2);  
-Infinity  
< undefined  
>
```

The outputs 'Infinity' and '-Infinity' are highlighted in blue. The console also shows '3 Issues: 3' and 'VM928:1' and 'VM1074:1'.

JavaScript

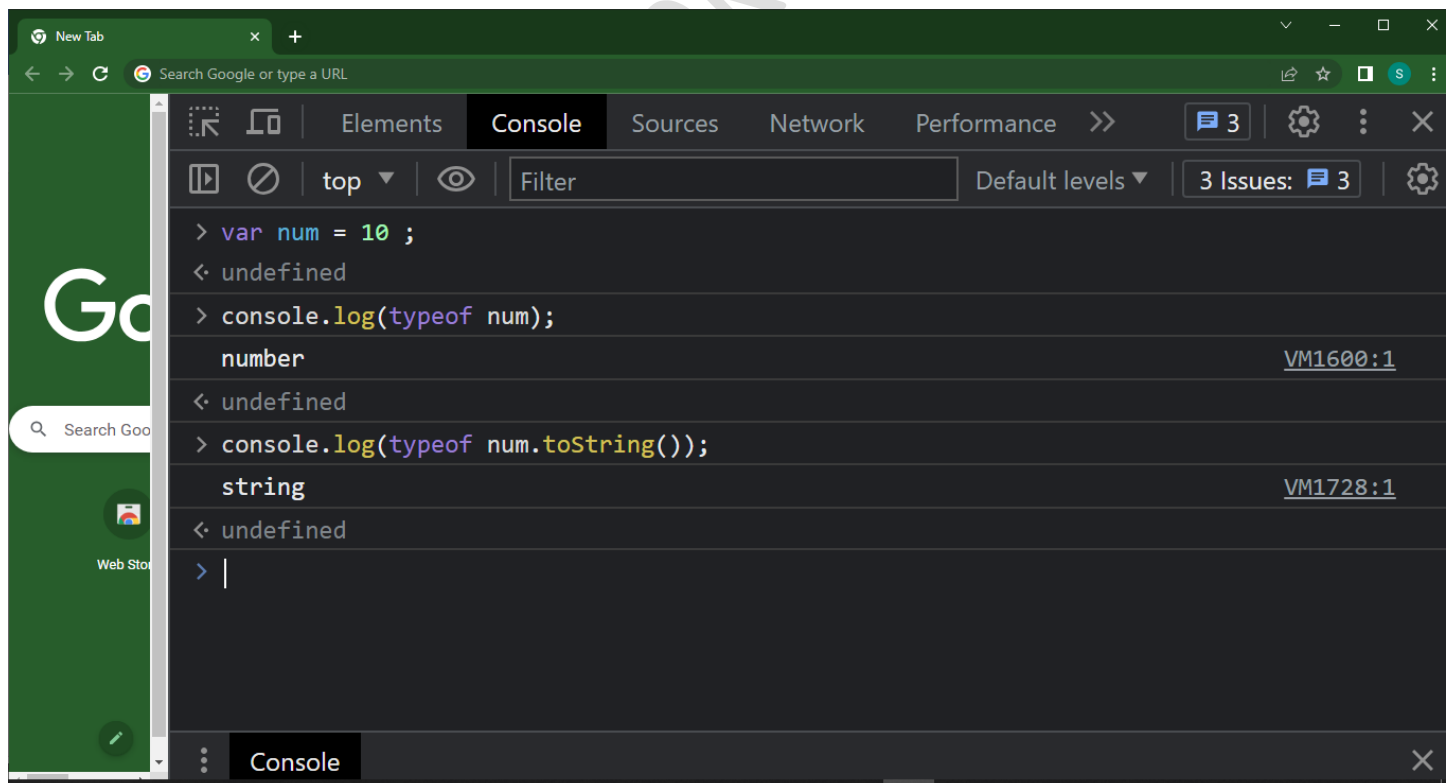
typeof : use for what type of data is hold the variable



The screenshot shows a web browser with the developer console open. The console displays the following code and its output:

```
> var name = "Devavrat Wadekar";  
< undefined  
> console.log(typeof name);  
string VM1187:1  
< undefined  
> var number = 100;  
< undefined  
> console.log(typeof number);  
number VM1337:1  
< undefined  
> var YesNo = true;  
< undefined  
> console.log(typeof YesNo);  
boolean VM1457:1  
< undefined
```

toString() : Conversion of different type data into String type

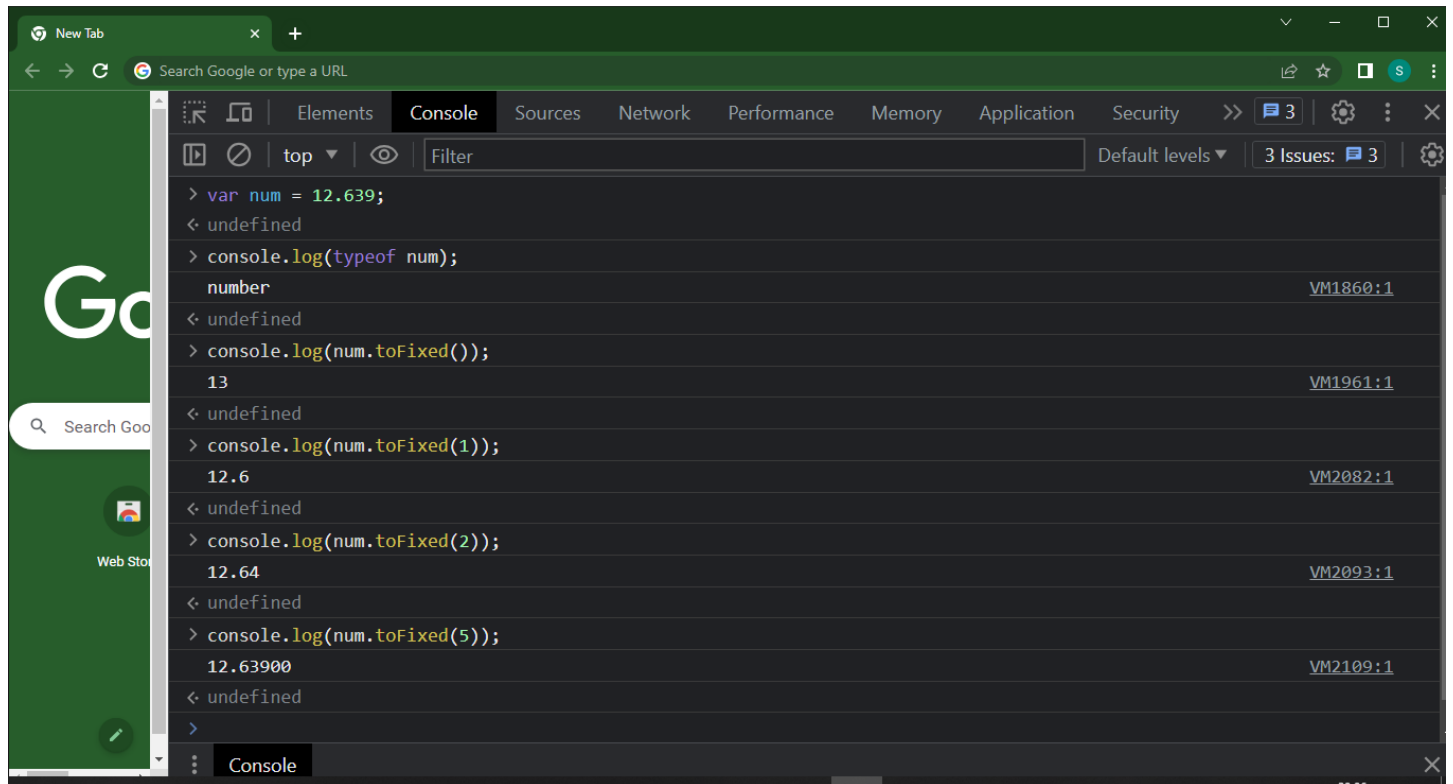


The screenshot shows a web browser with the developer console open. The console displays the following code and its output:

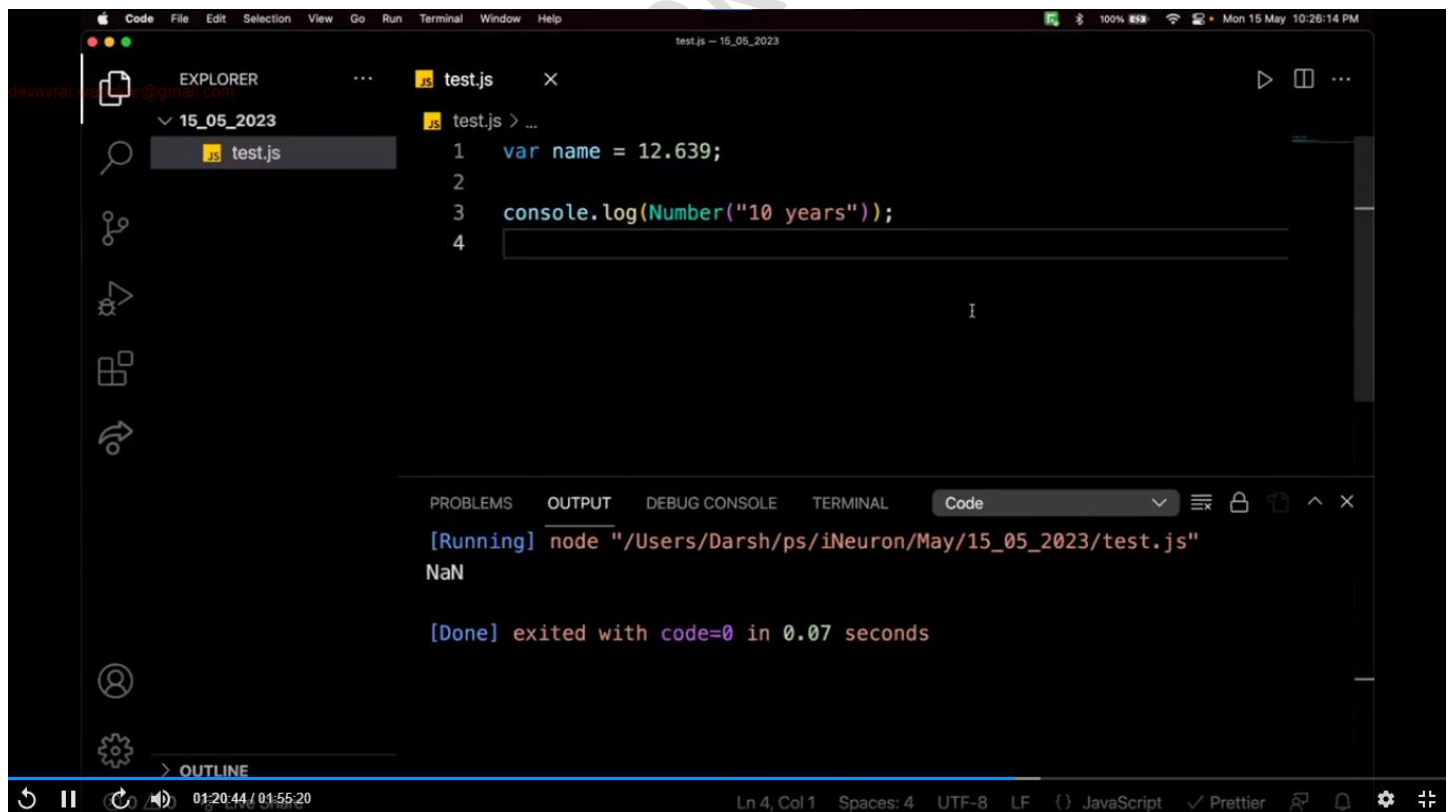
```
> var num = 10 ;  
< undefined  
> console.log(typeof num);  
number VM1600:1  
< undefined  
> console.log(typeof num.toString());  
string VM1728:1  
< undefined  
> |
```


JavaScript

toFixed():



Number



JavaScript

```
1 var name = 12.639;
2
3 console.log(parseInt('10 years'));
4
```

[Running] node "/Users/Darsh/ps/iNeuron/May/15_05_2023/test.js"
10
[Done] exited with code=0 in 0.07 seconds

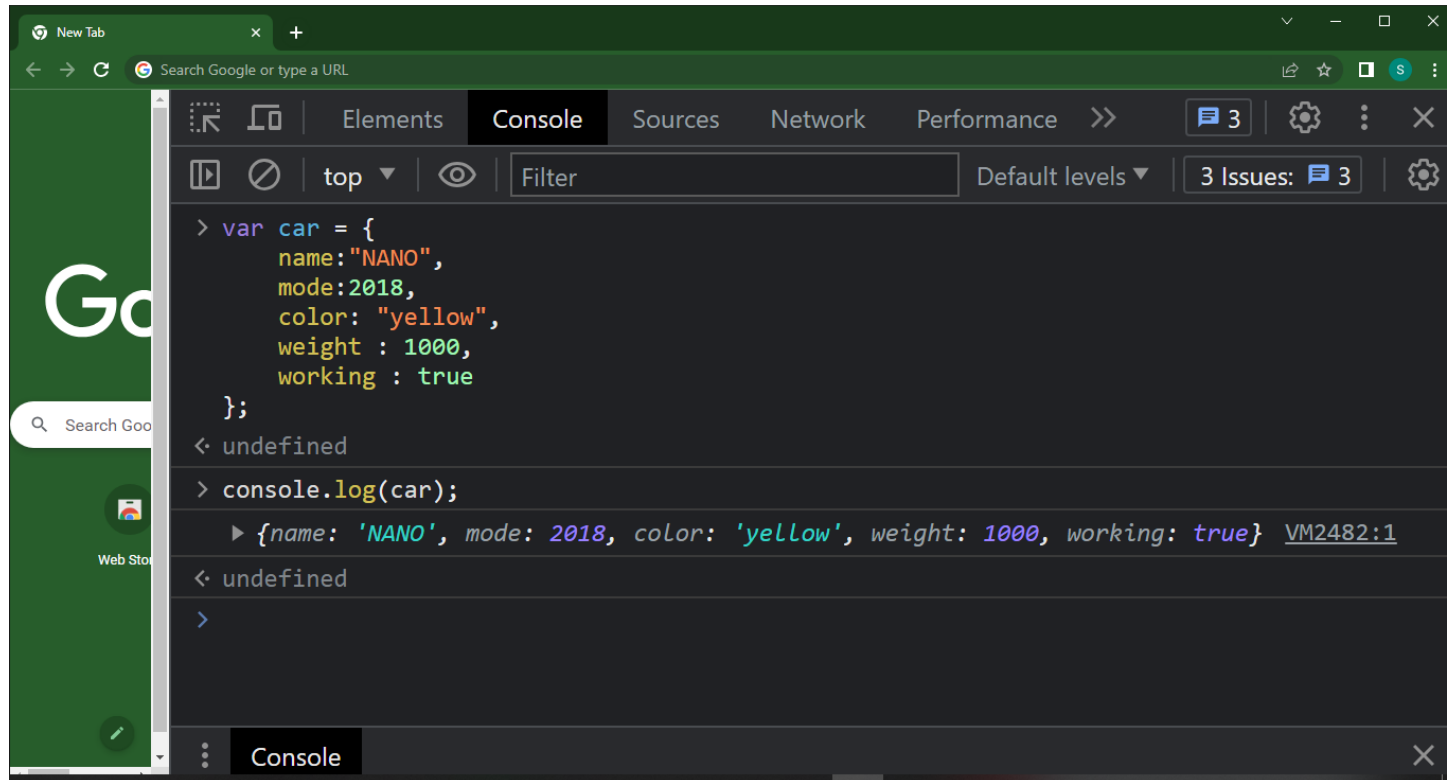
```
1 var name = 12.639;
2
3 console.log(parseInt('10 20 30'));
4
```

[Running] node "/Users/Darsh/ps/iNeuron/May/15_05_2023/test.js"
10
[Done] exited with code=0 in 0.07 seconds

JavaScript

Object in JavaScript?

- **JSON** is the one type of object in JavaScript.
- **JSON – Java Sun Object**
- Below SS is define how to declare and define object in JavaScript
- Define object **member in key-value** pairs [eg : color: "blue"]

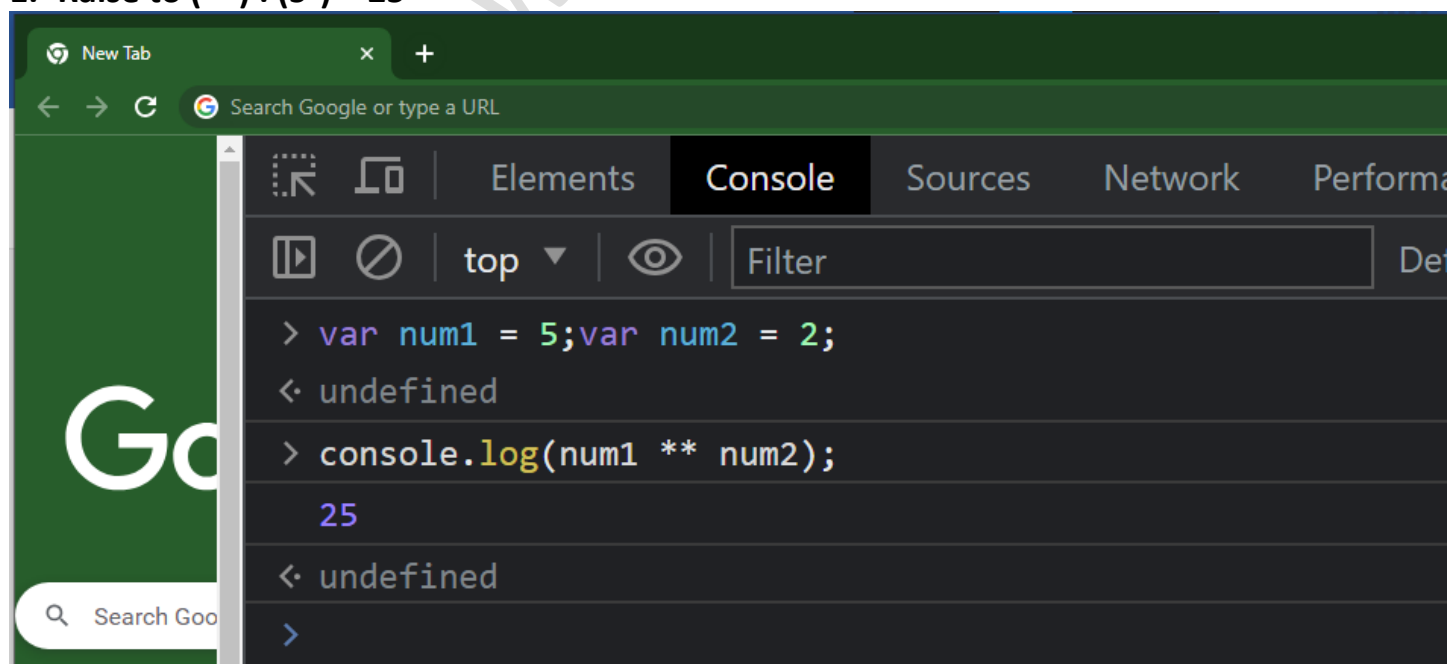


The screenshot shows a web browser with the developer console open. The console displays the following code and its output:

```
> var car = {  
  name: "NANO",  
  mode: 2018,  
  color: "yellow",  
  weight : 1000,  
  working : true  
};  
< undefined  
> console.log(car);  
▶ {name: 'NANO', mode: 2018, color: 'yellow', weight: 1000, working: true} VM2482:1  
< undefined  
>
```

Comparison Operators:

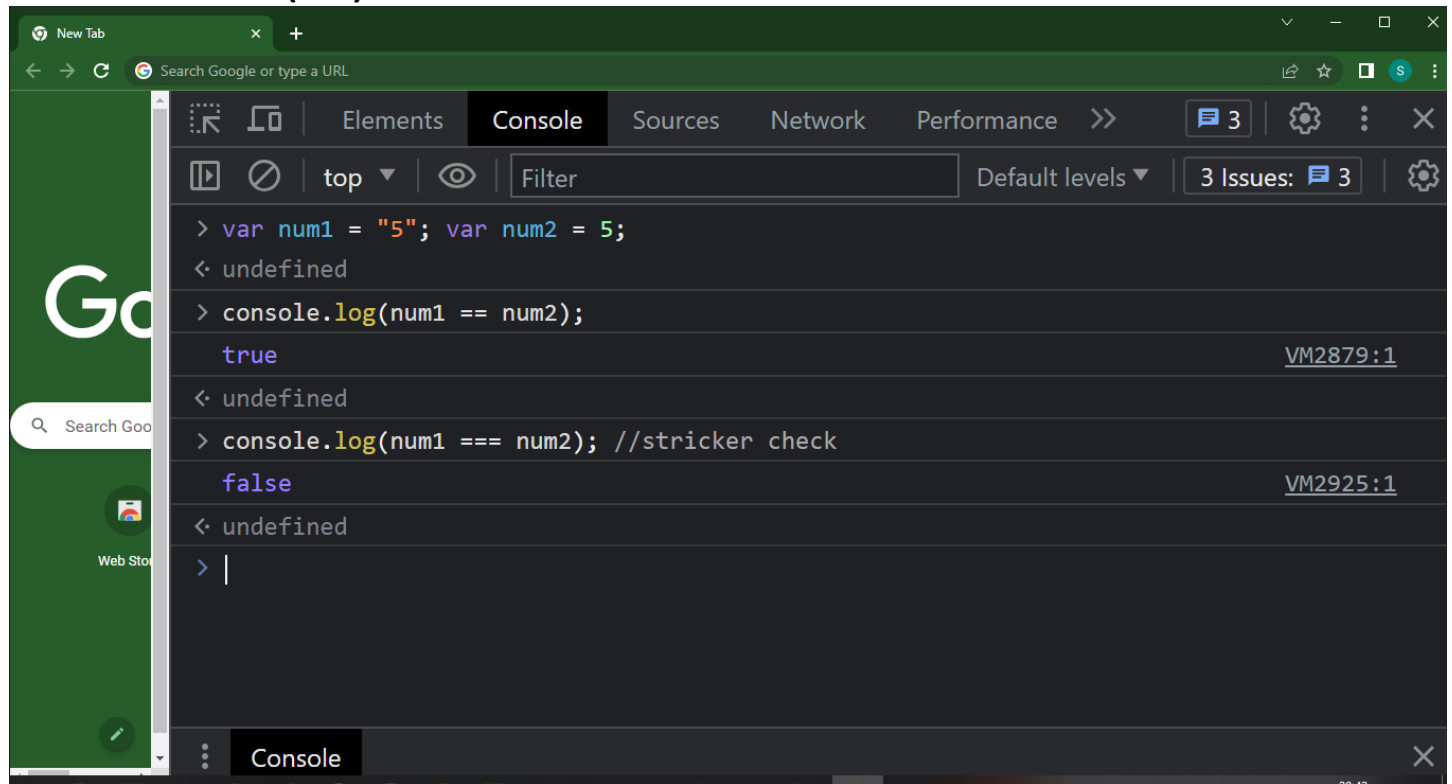
1. Raise to (**): $(5^2) = 25$



The screenshot shows a web browser with the developer console open. The console displays the following code and its output:

```
> var num1 = 5; var num2 = 2;  
< undefined  
> console.log(num1 ** num2);  
25  
< undefined  
>
```

2. Stricker Check (===):



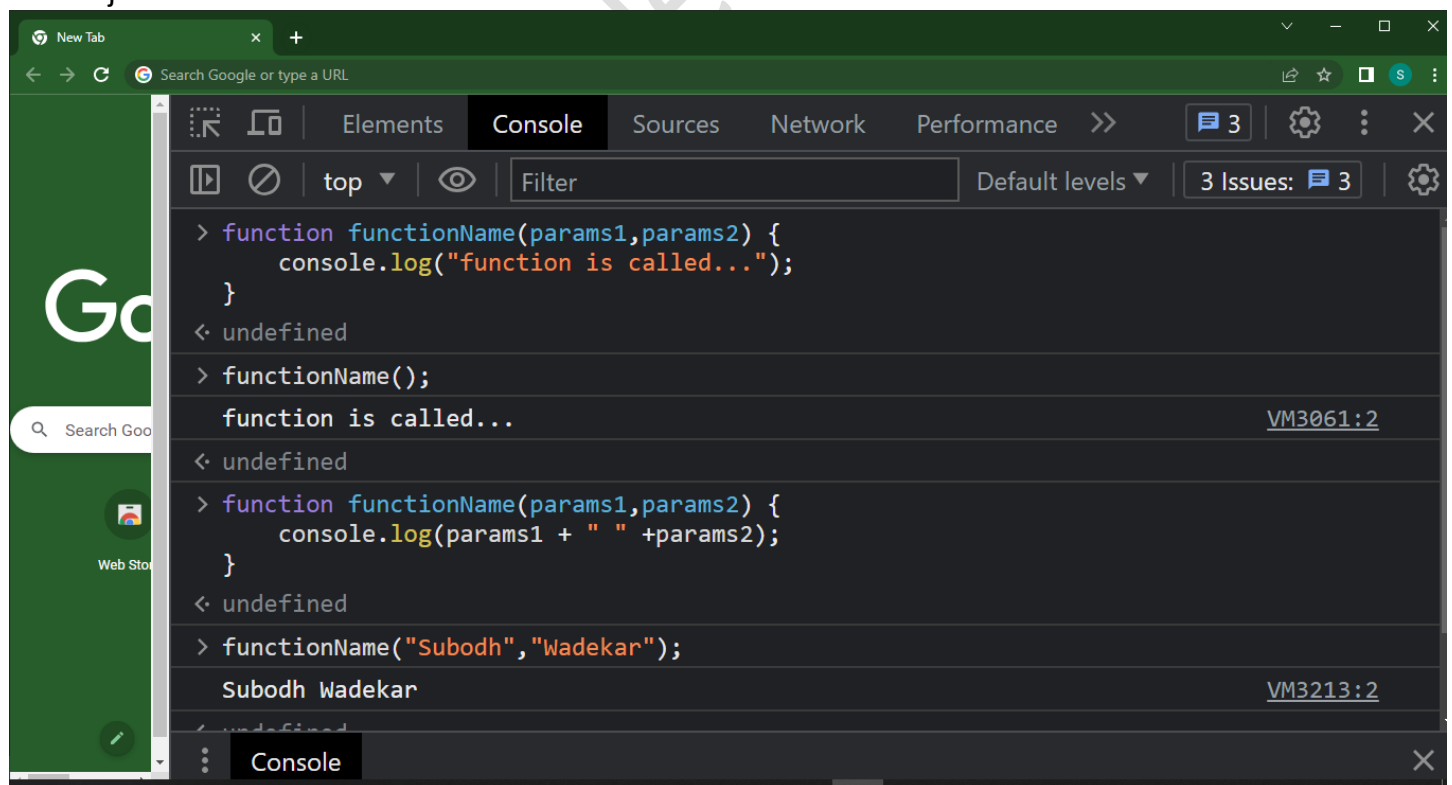
The screenshot shows the Chrome DevTools Console with the following code and output:

```
> var num1 = "5"; var num2 = 5;
< undefined
> console.log(num1 == num2);
true
< undefined
> console.log(num1 === num2); //stricker check
false
< undefined
> |
```

The console shows that the loose equality check (`==`) returns `true`, while the strict equality check (`===`) returns `false`.

Function:

```
function <functionName>(params1,params2){
    //body of function
}
```



The screenshot shows the Chrome DevTools Console with the following code and output:

```
> function functionName(params1,params2) {
    console.log("function is called...");
}
< undefined
> functionName();
function is called...
< undefined
> function functionName(params1,params2) {
    console.log(params1 + " " +params2);
}
< undefined
> functionName("Subodh","Wadekar");
Subodh Wadekar
< undefined
```

The console shows the function being called twice. The first call logs "function is called...". The second call logs "Subodh Wadekar".

devavrat.wadekar@gmail.com