Day3 Assignment

Q1.

Console.log()

The **console.log()** is a function in JavaScript which is used to print any kind of variables defined before in it or to just print any message that needs to be displayed to the user.

When want to see the text which we have written under console.log() we need to open console screen using F12.

Example:

```
<!DOCTYPE html>
<html>
<body>
<h1>JavaScript console.log() Method</h1>
<p>Press F12 on your keyboard to view the message in the console view.</p>
<script>
console.log("Hello world!");
</script>
</body>
</html>
```

Console.warn()

The console.warn() method writes a warning to the console. It is a HTML DOM method. In some browsers there is a small exclamation mark in console log for these warnings The console.warn() method will not interrupt your code execution. Developers can use the console.warn() method to give warnings to the user about some user action.

Example:

```
<!DOCTYPE html>
<html>
<body>
<h1>JavaScript console.warn() Method</h1>
<p>Press F12 on your keyboard to view the message in the console view.</p>
<script>
console.warn("This is a warning!");
</script>
</body>
</html>
```

Difference between var,let,const:

Var	let	const
A **var** variable can be redeclared and updated	A **let** variable can be updated but not redeclared	A **const** variable can not updated and redeclared.
Global scope	Not having global scope	Not having global scope
Not having block scope	Block scope	Block scope
var variables are initialized	**let** variables are not initialized	**const** variables are initialized

Example of var:

```
function nodeSimplified(){
  var a =10;
  console.log(a);  // output 10
  if(true){
   var a=20;
   console.log(a); // output 20
  }
  console.log(a);  // output 20
}
```

Example of let:

```
function nodeSimplified(){
  let a =10;
  console.log(a);  // output 10
  if(true){
   let a=20;
   console.log(a); // output 20
  }
  console.log(a);  // output 10
}
```

Example of const:

```
function nodeSimplified(){
  const MY_VARIABLE =10;
  console.log(MY_VARIABLE);  //output 10
  MY_VARIABLE =20;           //throws type error
  console.log(MY_VARIABLE);
}
```

Datatypes in Javascript:

1.Number:

The *number* type represents both integer and floating point numbers. There are many operations for numbers, e.g. multiplication `*`, division `/`, addition `+`, subtraction `-`, and so on.

Syntax:

```
var length = 16; // Number
```

2.String:

A string in JavaScript must be surrounded by quotes.

Syntax

```
var lastName = "Johnson";                    // String
```

3.Booolean:

The boolean type has only two values: `true` and `false`.

This type is commonly used to store yes/no values: `true` means “yes, correct”, and `false` means “no, incorrect”.

4.Undefined:

5.Null

6.Symbol

7.Object: