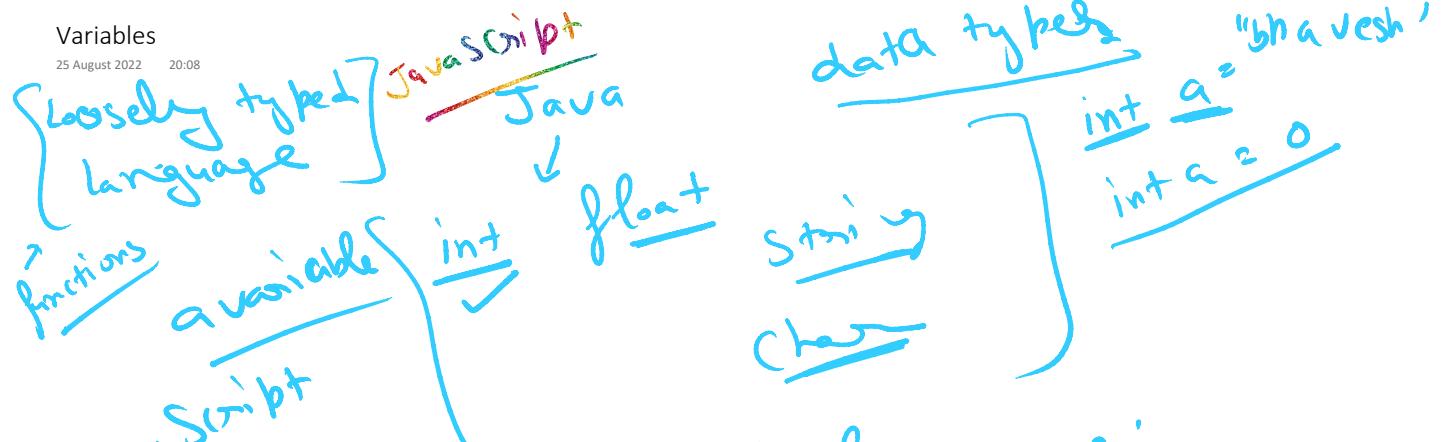


Variables

25 August 2022 20:08



In JavaScript keywords to declare are:

1. let
2. var
3. const

harmful
for software
↓
many bugs

Security issues

only variables
not defining any
data type

good → developer

let ↴
any value

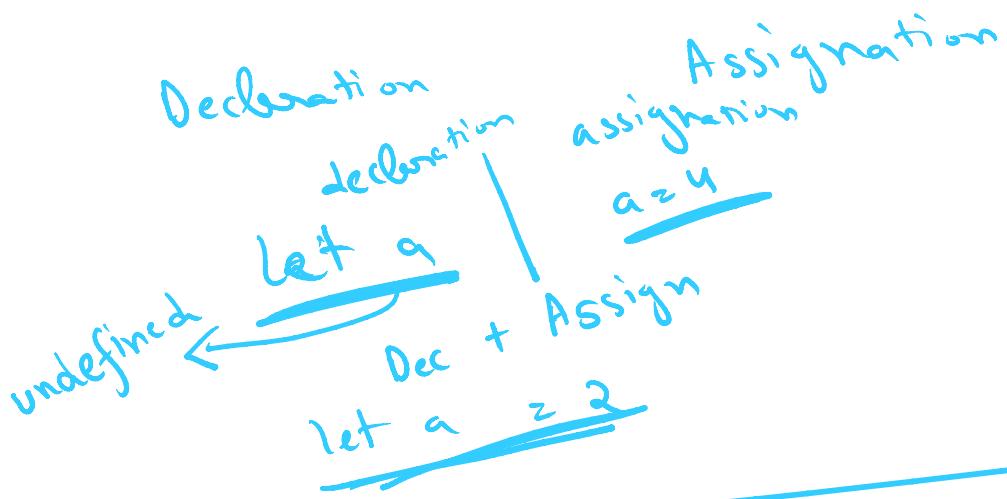
seassination
let & var

let a = 3
a = 4 ✓

functions
var a = 3
a = 4 ✓

const ↴
seassination
X
const a = 3
u ✓

const a = 0
a = 4 X



let x ✓
let X ✓ on the
JavaScript is a case-sensitive language

Naming rules

1. Starting with letter
2. Starting with - (UnderScore)
3. Starting with \$ (Dollar)

numbers or other special characters

Keywords can't be used as variables

Numbers, strings, boolean, null, undefined

Primitive data types

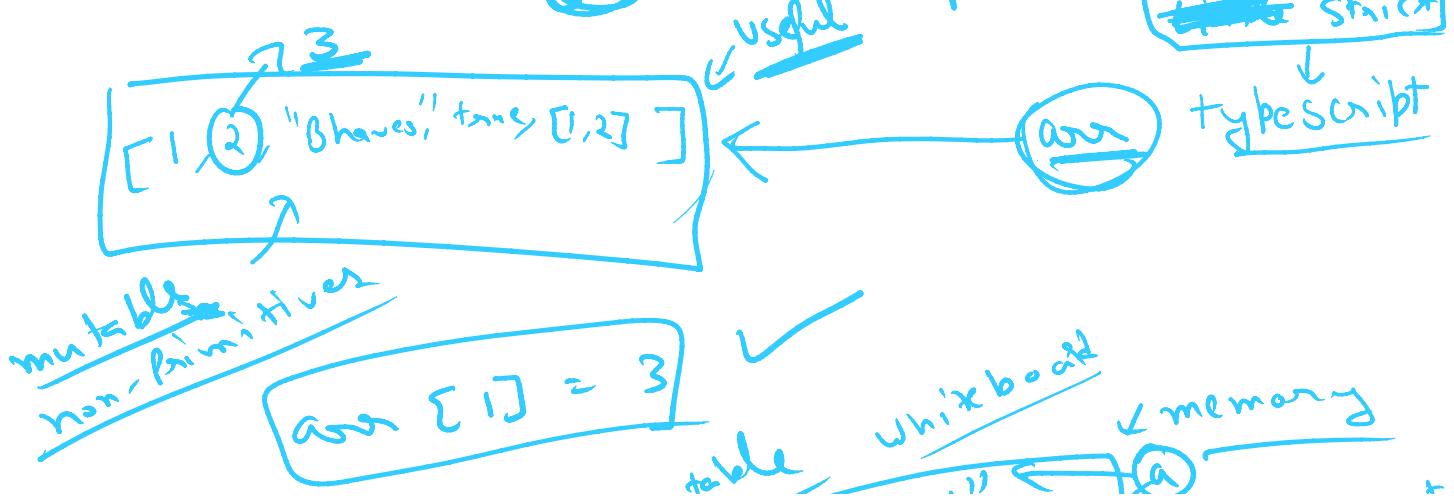
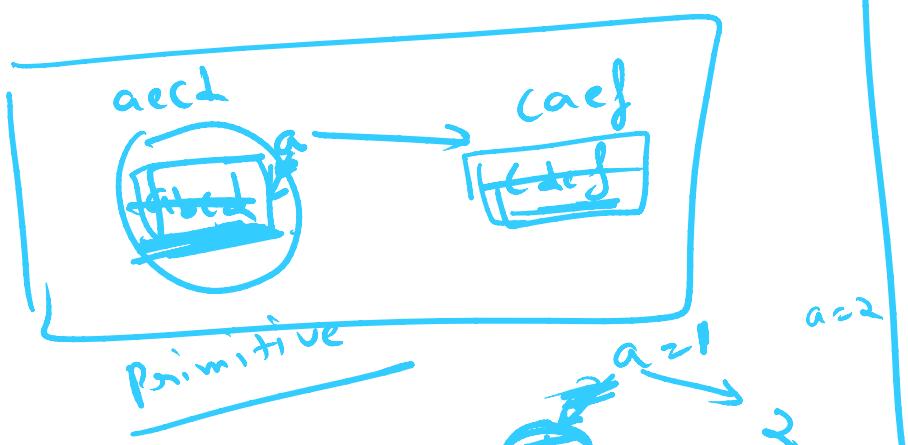
immutable, can't replace with any other character

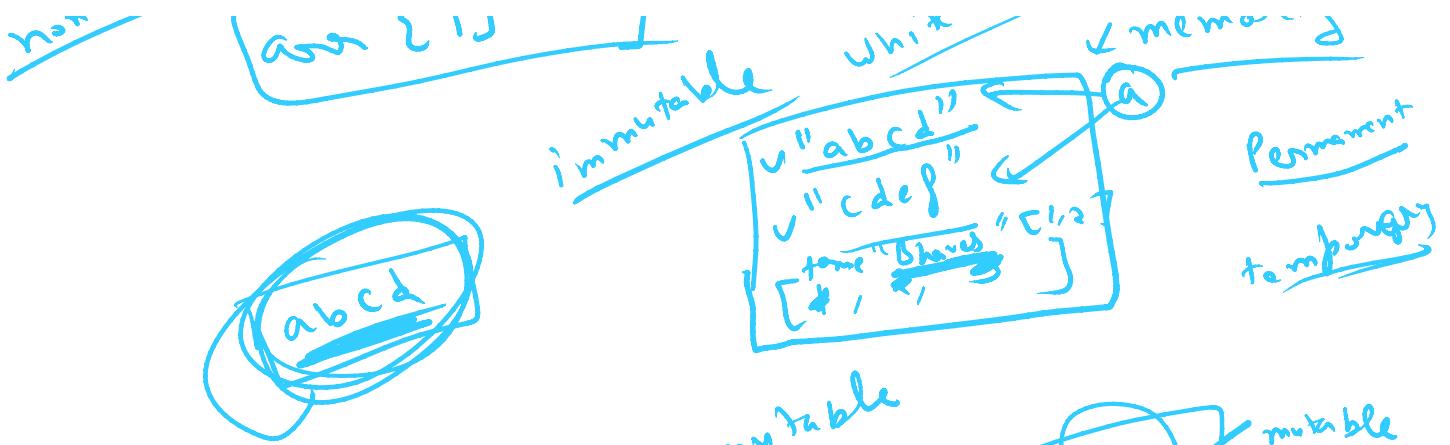
let a = "abcd"
a[1] = e

String is immutable

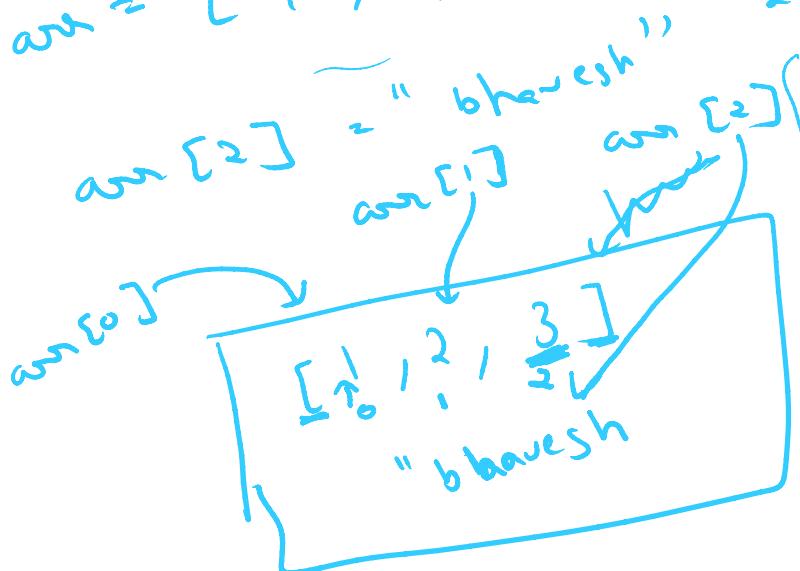
let a = ("abcd")
a = ("cdef")

[non-primitive]
Array
Objects





`arr = [1 , 2 , 3]`



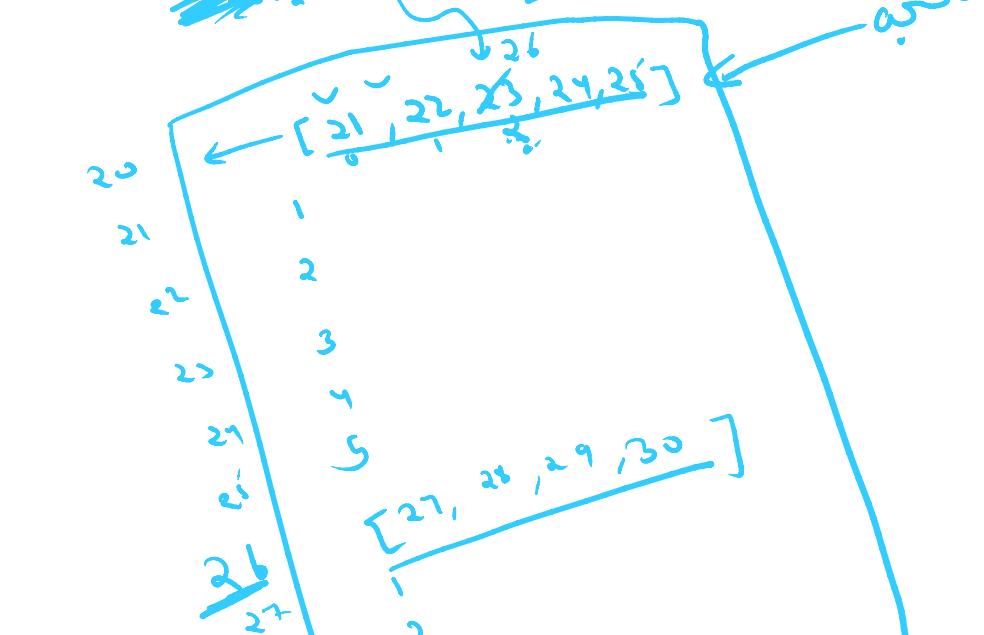
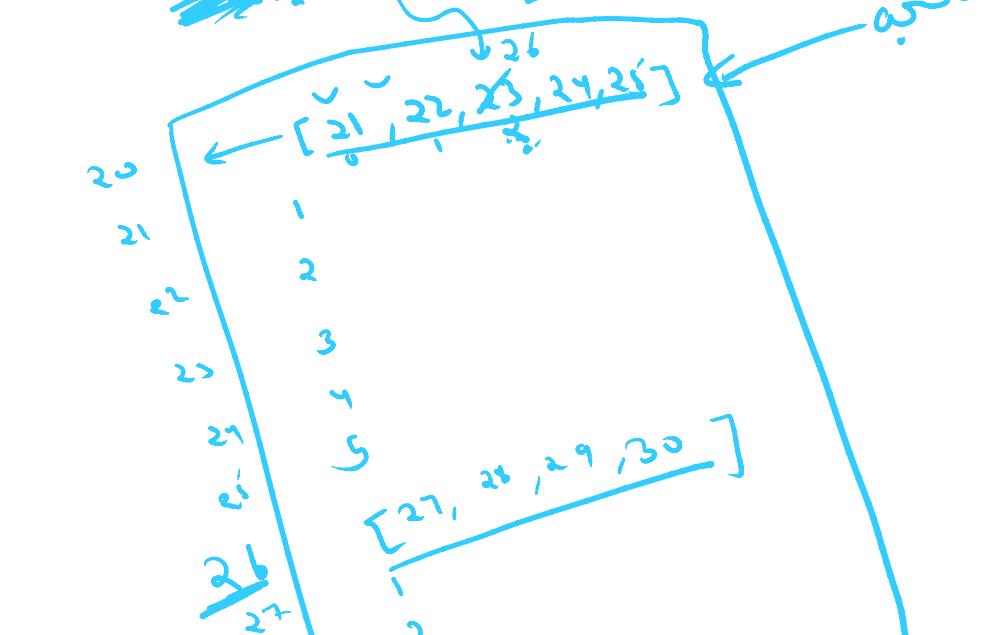
immutable

mutable

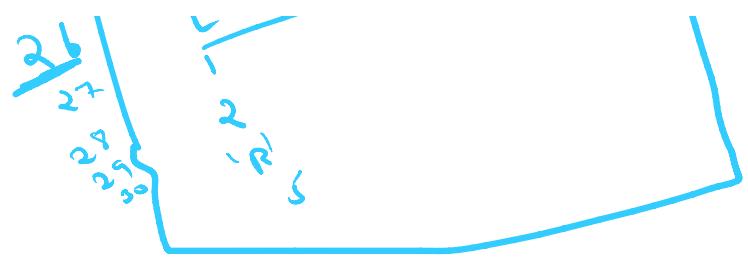
immutable

mutable

Fairly
 1. let arr = [1, 2, 3, 4, 5] ✓
~~2. arr[3] = [1, 2, 'R', 5]~~



{
 ↗ New Arrays



operators

25 August 2022 20:08

$\&\&$ → and
 $\| \|$ → or

!

$!0 = \text{true}$
 $!1 = \text{false}$

$s_1 \leftarrow \begin{cases} 1 & \&\& 0 \\ 0 & \text{odd } 0 \end{cases}$
Both $\leftarrow \begin{cases} 1 & \&\& 0 \\ 0 & \text{odd } 0 \end{cases}$
 $s_1 \leftarrow \begin{cases} 1 & \&\& 0 \\ 0 & \text{odd } 0 \end{cases}$

$s_1 \leftarrow \begin{cases} 1 & \| \| 0 \\ 0 & \| \| 0 \end{cases}$
 $s_1 \leftarrow \begin{cases} 1 & \| \| 0 \\ 0 & \| \| 0 \end{cases}$

$== \rightarrow \text{true}$

$!= \rightarrow \text{false}$

$== \rightarrow \text{true}$
 $== \rightarrow \text{false}$

values are same
Data type is same

$!=$
 $==$
 $>$
 $<$
 \geq
 \leq