Module 19-Core Concepts functions and objects

19-1 Module Introduction and concept Recap

19-2 Declare a Function, call function, function vs loop

<mark>Function is used letters, digits, underscores, dollar থাকতে পারে;</mark>

19-3 (advanced) Function parameter, function return

19-4 (advanced) Multiple parameter add, multiplication, etc

```
var student={
    name:"Md.Hamid Hosen",
    id:"191002012",
    sub:"CSE",
}

var phone={
    color:"black",
    price:"20000",
    screenSize:5,
    storage:"16gb",
}

var book={
    title:"Programming list",
    auther:"Md.Hamid Hosen",
    price:200,
    page:230,
}
```

19-6 multiple ways to get and set object property

<mark>ObjectName.property_name;</mark>

```
var computer={
    price:"25000",
    storage:"145gb",
    processor:"intel i5",
    color:"red",
}
```

```javascript
console.log(computer);
console.log(computer.price)

// set of object property
computer.price=2000;
console.log(computer);

// different ways to set a value of an object property
computer.price=2000000;
computer["price"]=349009;
var name="price";
computer[name]=382392938224;
console.log(computer);
```

19-7 (optional) Javascript switch case break and default

```javascript
var color = "red";

if (color == "white") {
  console.log("color is white");
} else if (color == "yellow") {
  console.log("colors is yellow");
} else if (color == "green") {
  console.log("colors is green");
} else if (color == "pink") {
  console.log("colors is pink");
} else if (color == "red") {
  console.log("color is red");
} else {
  console.log("others color");
}

//-----------switch case-------------

switch (color) {
  case "white":
    console.log("colors is white");
    break;
  case "green":
    console.log("colors is green");
    break;
  case "yellow":
    console.log("colors is yellow");
    break;
```

```
  case "red":
    console.log("colors is red");
    break;
  default:
    console.log("colors s black");
}
```

19-8 (advanced) while and for loop break and continue

19-9 Module summary and JS recap