Lecture 18
7/2/23

★ JavaScript
→ Light weight Programming
→ Scripting language
→ Add Behaviour, functionality in website
→ Client side Scripting language

★ What can we do with JS?
→ (i) Web App (ii) Mobile App (iii) Games
(iv) Networking App (v) CLJ Tool

★ Add JS/Script in HTML
#1 →
```
<script>
    console.log("Hello");
</script>
</body>
```
add in before body ending

#2 → Separate file and link in Head
```
<script src="./scriptJs"></script>
```

★ Variable in JS
Create Variable by let, Var, const
let a = 10

(i) Var → (i) global Variable type
(ii) two Var with Same name

(ii) Let → (i) Local Scope Variable

(iii) Constant :- (i) Constant
(ii) Can not be changed
(iii) Can not Reassigned

* Data Types
(i) Primitive Data Type
(i) String (II) Number
(III) Boolean (iv) Undefined (v) Null
let a)   let a)(null)
console.log(a)

# * Dynamic Typing
let a = 5; //5
a = "priyansh"; // priyansh

* Variable Rules [Naming]
(i) Not used Reserved words.
(ii) Can not start by number [ex → 1abi
(III) Used Special word = $
(iv) Names are Case Sensitive.
(v) Name started with → digit, $, _

* Reference Type
(i) Objects (II) Arrays (III) Functions

* Operator
(i) Arithmetic (+ - * / % **)
(ii) Assignment (++x, x--, =, +=, -=, $=, /= — etc)
     ex → let a = 50, b = 10)
     ans) = (++a) * (--b) = 54
     ans2 = (a++) * (--b) = 45
     ans3 = (a++) * (b--) = 50
     ans4 = (++a) * (b--) = 60
(iii) Comparison (>, <, >=, 2=, ===, !==)

(iv) Ternary Operator.
     condition ? val 1 : val 2)

(v) Logical Operator
① AND   (ii) OR   (iii) NOT

* Bitwise Operatator (&, 1,)
* Operator Precedence
  → let c = a+b*c
* Control Statements
(i) If Else   (ii) Switch Case
                 ⤷ write break after
                   each case is very Imp

* Loops
① For Loop (ii) While Loop (iii) Do while
(iv) what is an infinite loop
(v) for for-in loop (vi) for-of loop