

## ▷ Javascript concept learned

### 1. Variables and Data Types

- var, let, const: Declare variable with var, let or const.
- Data Types: Primitive types include number, string, boolean, null, undefined, symbol. Objects include object, array, function.

### 2. Operators

- Arithmetic Operators: + (addition), - (subtraction), \* (multiply), / (divide), % (modules):
- Comparison operators: == (equal to), != (not equal to), === (strict equal to), !== (strict not equal to), <= (less than or equal to).
- Logical operators: && (logical AND), || (OR), ! (NOT)

### 3. Control Flow

- if else: condition based.
- switch statement:- Execute different actions.
- for Loop:- Repeat code a number of times.
- while loop:- Repeat code to a condition.

### 4. function.

- Declaration:- Reusable block of code.
- Return:- Return a value from function.
- Arrow function:- Write function using the  $\Rightarrow$  syntax.
- Parameters and Arguments: Pass data into functions as parameters and arguments.



## 5) Array

- Declaration :- Create and store values.
- Array Method :- `push()`, `pop()`, `shift()`, `unshift()`, `slice()`, `forEach()`, `map()`, `filter()`, `reduce()`.

## 6) Objects

- Declaration :- Create and store key-value pairs.
- Accessing object properties :- Use bracket notation.
- Object methods :- function stored as object properties.

## 7) Error Handling.

- Try-catch statement :- Handle error gracefully by trying code that might throw an error and catching it if it does.

## 8) DOM Manipulation.

- DOM :- Document object model, HTML document as tree.
- Selecting elements :- `getElementById()`, `querySelector()`.
- Manipulating :- content, style, attribute and structure of HTML elements.

## 9) Asynchronous Javascript.

- Callback :- function passed as arguments to other function to be executed later.
- Promises :- Objects representing the eventual completion or failure of asynchronous operations.
- Async / Await :- syntactic sugar for working with asynchronous code, making it look synchronous.