**JAVA SCRIPT**

**We will learn the java script crash course in 10 minutes**

**Topics to cover**

Course content

1. **Variable**
2. **How the variable are created ?**
3. **What is ?**
4. **Console.log();**
5. **Console.warn();**
6. **Console.error();**
7. **Conditional**
8. **Loops**
9. **Function**
10. **Return**
11. **Arrays**
12. **Arrays helper method**
13. **Object**
14. **Variables:-**

**Variables are most like as the container where we can put any kind of data.**

**We can :-**

**Access the data**

**Change the data**

**Remove/ delete the data**

**Reset the data**

**Meaning of those sign after ( var name) ;-**

**; ----- it is called variable declaration**

**= -----it is the variable declaration and initialization**

1. **How the variable are created ?**

**By old J.S method**

1. **Var name;**

**By new J.S method**

1. **Let name;**
2. **Const name;**

**Differences of the above variable creating method :-**

1. **Var name;**

**If we created variable thorugh the (var) then we can access the variable to the nearest function**

1. **Let name;**

**If we created the the variable through this (let) we can access the created variable to the nearest bracket.**

1. **Const name;**

**If we created the variable though these (const) then the variable can be access to the nearest bracket but we cannot change the value of that variable.**

1. **What is ……………?**
2. **Console.log();**
3. **Console.warn();**
4. **Console.error();**

**Explanation :---**

1. **Console.log();**

**Generally it is the basic print of some thing in general words it means that we can be in problem.**

1. **Console.warn();**

**Its means problem can be created.**

1. **Console.error();**

**Its means problem has created.**

**4. CONDITIONAL :--**

**It is the situation in where we can ask the program for more than one work:-**

**Such as;--**

**If (rain)**

**Take the umbrella**

**Else**

**Don’t take the umbrella**

**a. what is ……………?**

**i. if…..**

**ii. else**

**iii. else if**

**i. if and else (if/else);-**

**if and else are two condition in where we can explain the two situation or more like that :--**

**for eg;-**

**if (age>18)**

**vote**

**else**

**don’t vote**

**if and else are two condition in where we can get only one result if there is if condition is right then if condition value will be true and that will be shown if there is else condition value is right then else condition value will be shown.**

**iii. else if :-**

**if we have to give more than two condition than else if will work :-**

**for eg;-**

**for eg;**

**if (age>18)**

**vote**

**else if (foreigners);**

**restication**

**else if (indian);**

**don’t interfare**

**else**

**be serious about voting**

**5. LOOPS**

**Loops is useful for more repeated task :-**

**#TYPES**

**i. for loops**

**ii. while loops**

**i. what exactly the (for) loops is :-**

**it contains mainly three things (start, end, and change) and for loops is that kinds of loops in where we know the sart and end**

**such as :-**

**for (var i=0;i<6;i++)**

**here we know the start 0 and end before 6**

**ii. what exactly the while loop is:-**

**it contains mainly one things (start) and while loops is that kinds of loop in where we know the start but don’t know about the end**

**such as :-**

**for (var i=0)**

**console.log(i)**

**i++**

**Here we know the start but we don’t know the end but created loops will be stop or freez in future because of i++**

**6. FUNCTION :-**

**Function are the amount of codes which name can created for future use .**

**Function are mainly categorize into two types:-**

**a. old java script function**

**i. function statement:-**

**in this type of function there is name of function**

**such as :- let the name of the function be (future)**

**eg:- function future() {**

**……………………..**

**…………….**

**{**

**ii. function expression:-**

**in this type of function there name of the function is excluded and**

**it is indicated by variable (var)**

**for eg:- var a= function () {**

**……………………..**

**…………….**

**{**

**Function anonymous :-**

**In this type of function there is no any variables such as (var) and**

**any name.**

**such as:-**

**for eg:- function () {**

**……………………..**

**…………….**

**{**

**Therefore, this function is used in call back**

**b. new java script function:-**

**i. fat arrow function:-**

**-it is the main function in new java script function. It shown by like these**

**To understand :-**

**() => {…………………..}**

**Yellow = fat**

**Green = arrow**

**sky blue = function**

**so it shown by like this:-**

**var name = ()=> {**

**…………………….**

**}**

**#types of fat arrow function :-**

**i. fat arrow function with one parameter:-**

**in this types we can remove fat for eg:-**

**var name = a => {**

**…………………….**

**}**

**ii. fat arrow function with implicit return:-**

**in this types we can remove curly bracket and directly write the**

**statement what we want**

**for eg:- var name = () => statement**

**7. what is RETURN then?**

**Return is that like a command which tells from where the function is called go back there.**

**8. ARRAYS**

**Arrays are the container which can store more than one variables at once.**

**for eg:-**

* **var a = [1,2,3,4,5,6] these are arrays element**

**0 1 2 3 4 5 these are arrays indexes**

**To access the particular element of arrays we used to indicated arrays**

**Indexes for eg:-**

**a[3] #> here 3 is the arrays indexes by these we will access**

**the element 4.**

**9.Arrays helper method :-**

1. **Push**
2. **Pop**
3. **Shift**
4. **Unshift**

**#EXPLANATION :-**

1. **Push :-**

**It helps to add the new element at last where arrays are stored**

**For eg:-**

**Var a = [1,2,3,4,5,6]**

**When we use :-**

**a.push(7);**

**then we get;**

**Var a = [1,2,3,4,5,6,7]**

1. **Pop**

**It helps to** **remove the last element where arrays are stored**

**For eg:-**

**Var a = [1,2,3,4,5,6]**

**When we use :-**

**a.pop();**

**then we get;**

**Var a = [1,2,3,4,5,]**

1. **Shift :-**

**It helps to remove the first element where arrays are stored**

**For eg:-**

**Var a = [1,2,3,4,5,6]**

**When we use :-**

**a.shift()**

**then we get;**

**Var a = [2,3,4,5,6]**

1. **Unshift :-**

**It helps to add the new element at first where arrays are stored**

**For eg:-**

**Var a = [1,2,3,4,5,6]**

**When we use :-**

**a.unshift(0);**

**then we get;**

**Var a = [0,1,2,3,4,5,6]**

**10.Object:-**

**The information of the one subject in where a lot of information is**

**Stored of any subject.**

**For eg:- lets we have a camera of cannon**

**Var name = {**

**Colour:- “black”**

**Model:- “cannon 80D” (it is the subject)**

**Name:- “cannon”**

**Case:- “plastic”**

**}**