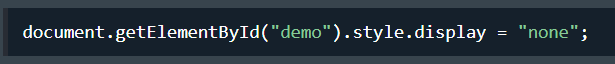
Javascript tutorial:

**Js core:**

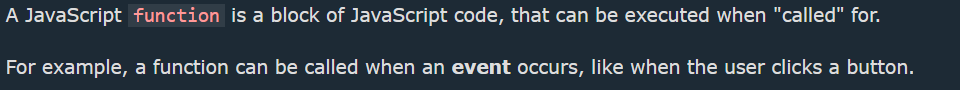
**Introduction:**

getElementById:

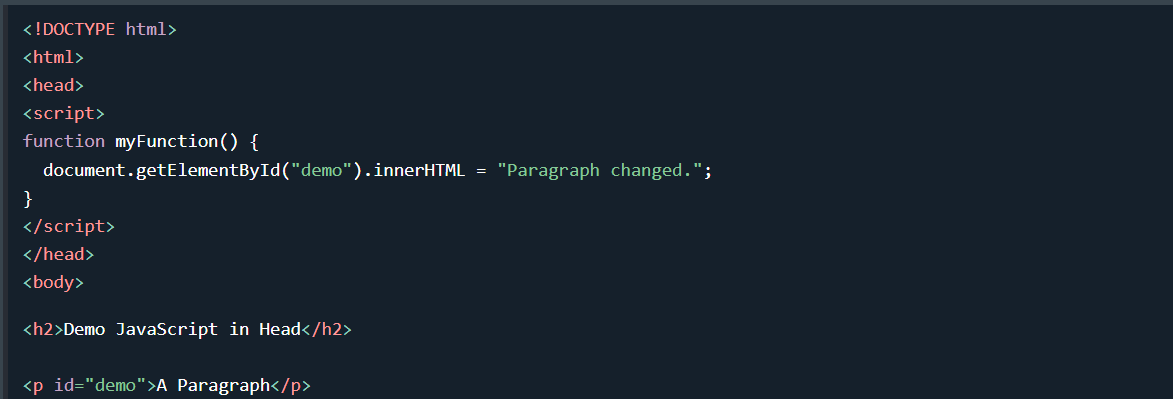
-.innerHTMl

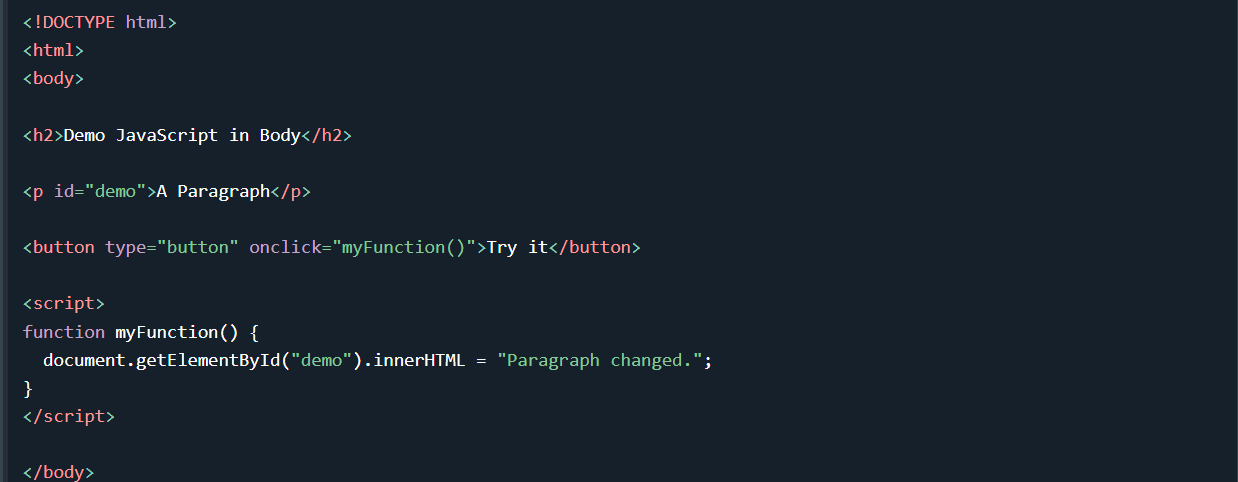


**Where To**:

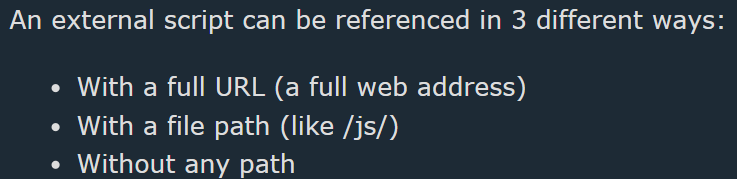


code is inserted between <script> and </script> tags.

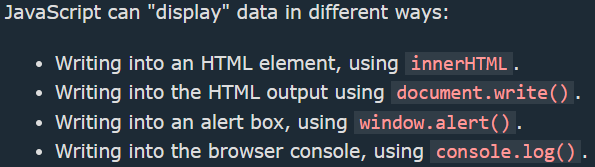


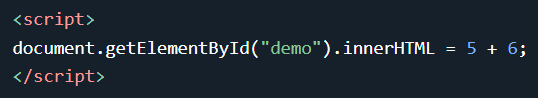


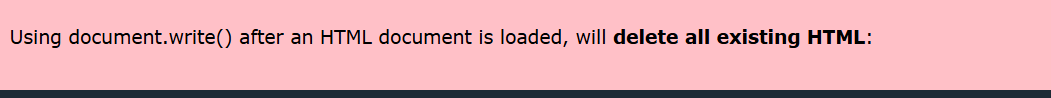
**External JS:** 



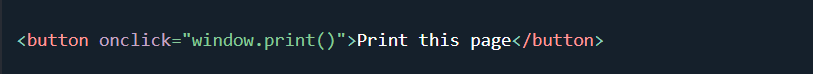
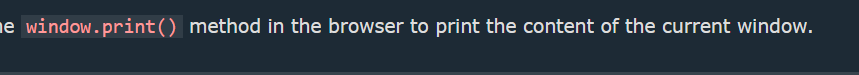
**JS Output:**



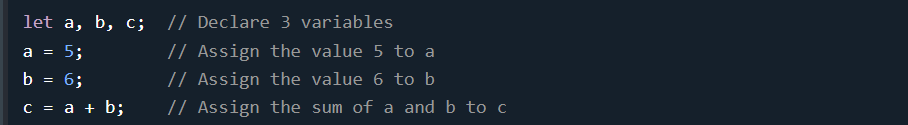


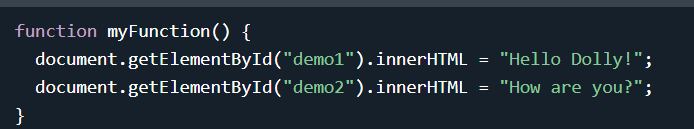


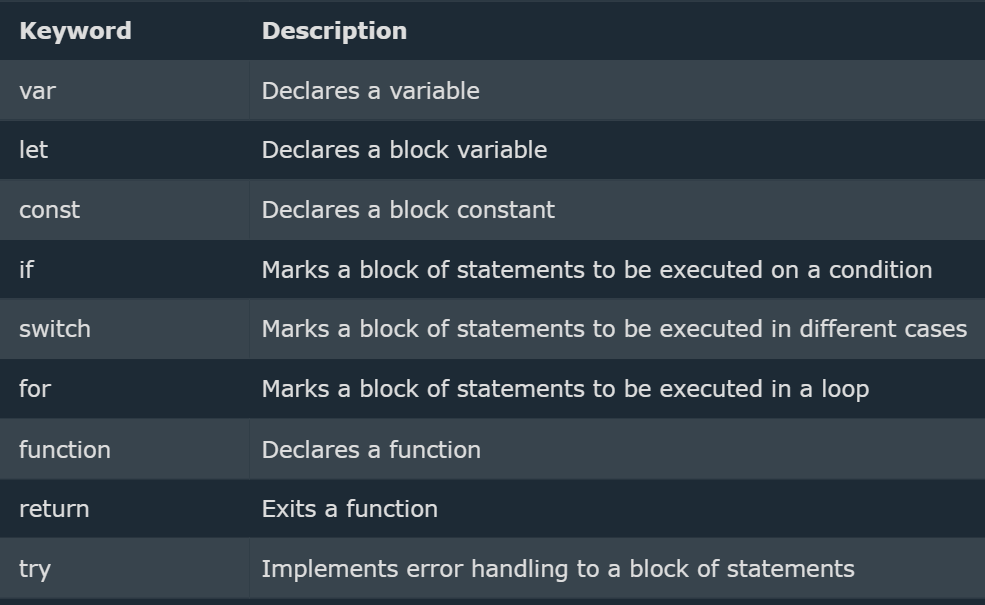




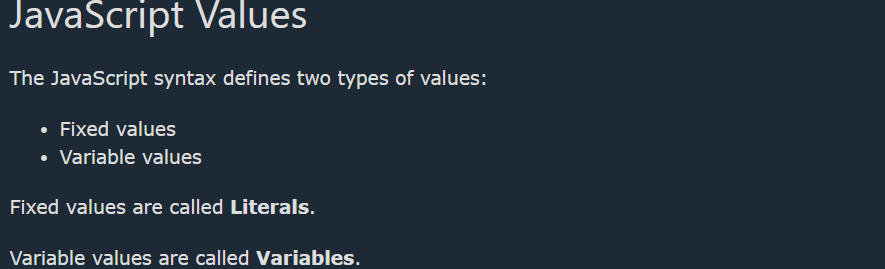
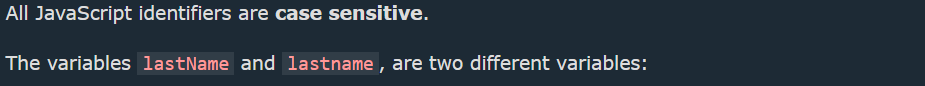
**STATEMENT:**

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**SYNTAX**:

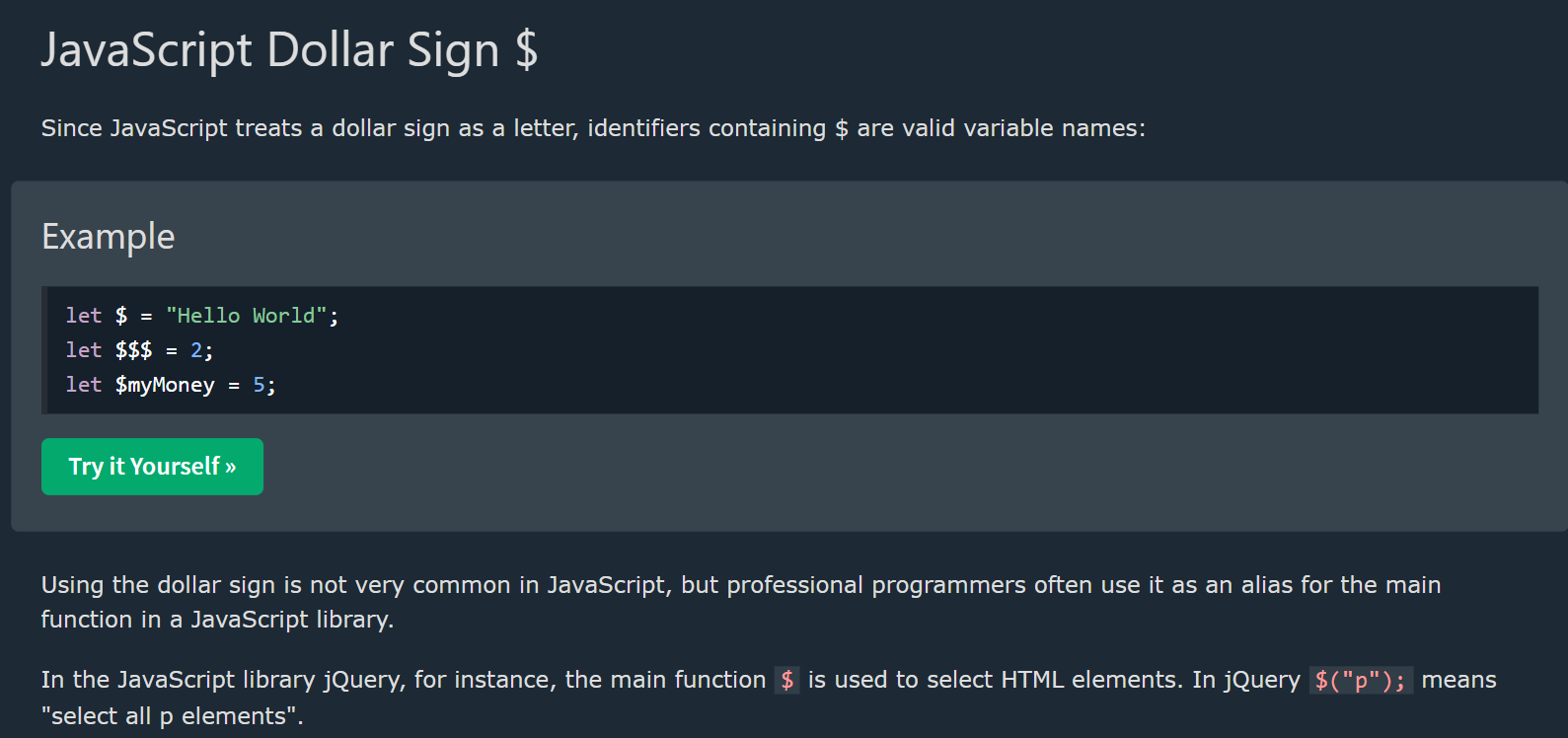
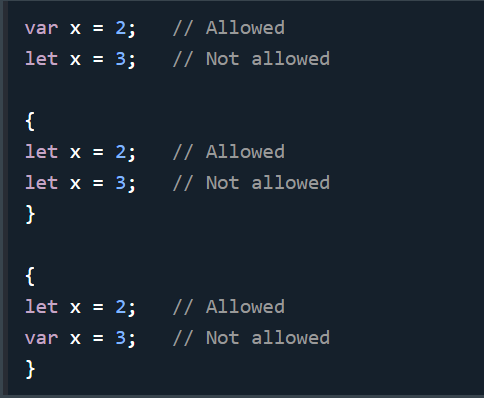
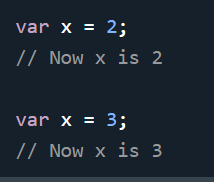
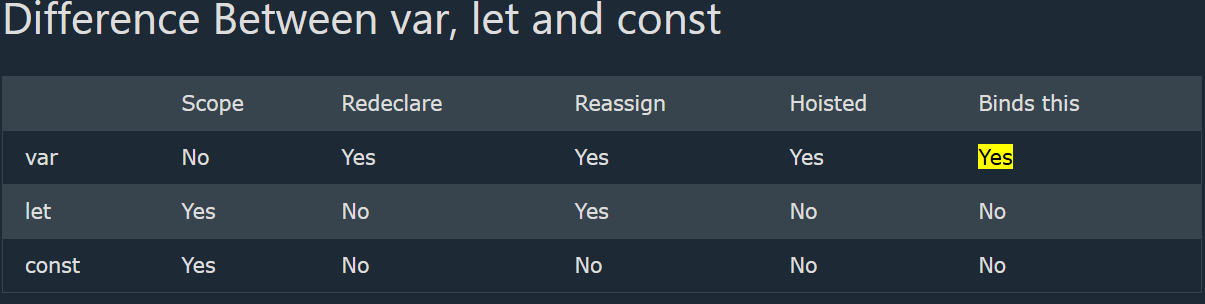
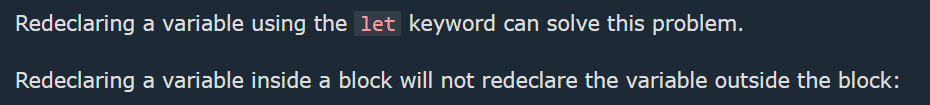
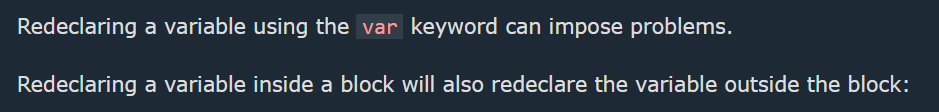
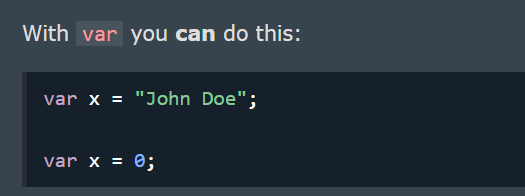
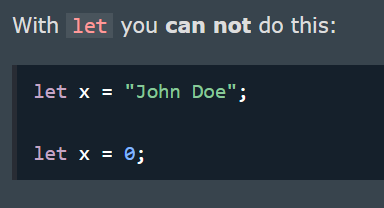
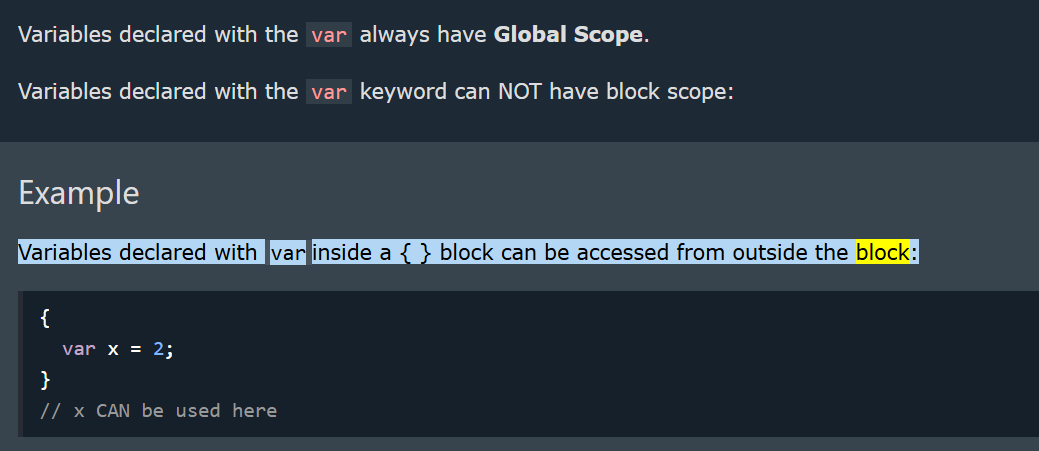
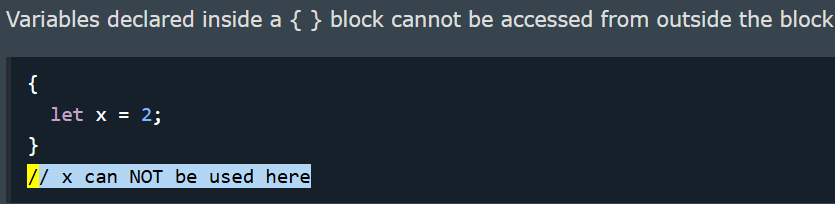
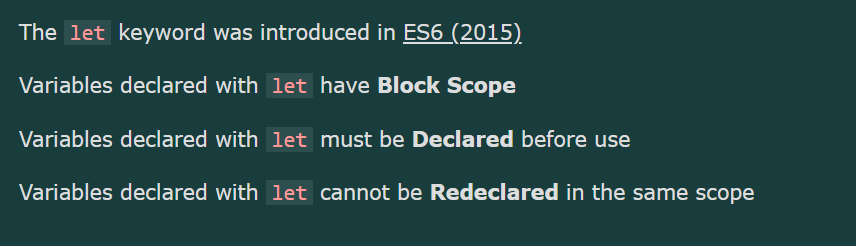
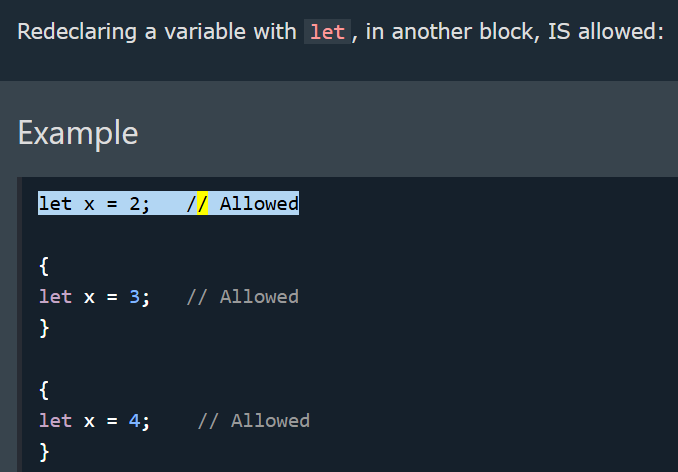
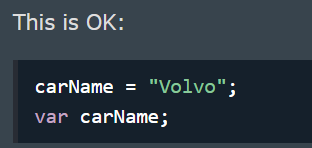
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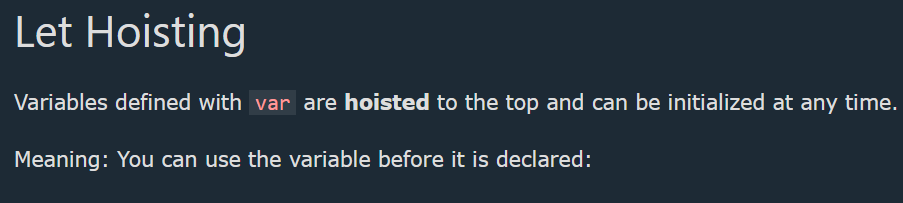
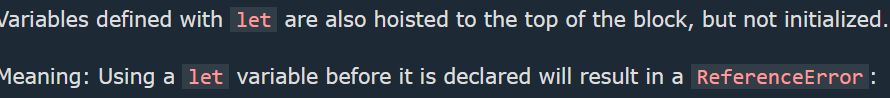
**Comments:**

**Variables**:

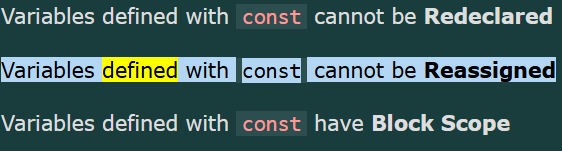
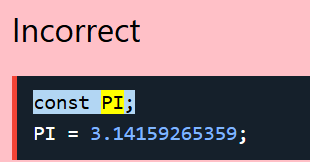
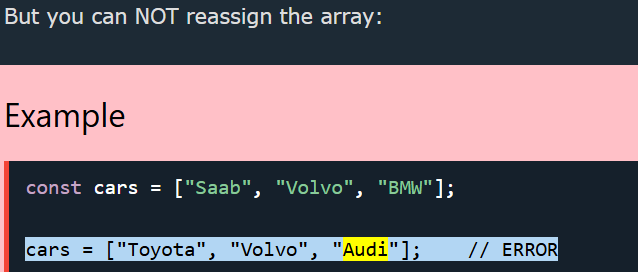
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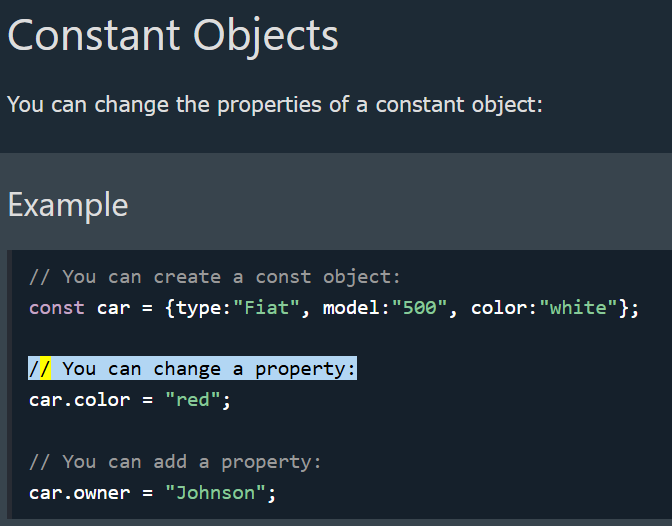
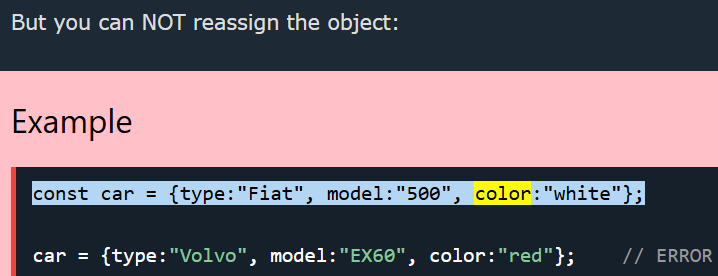
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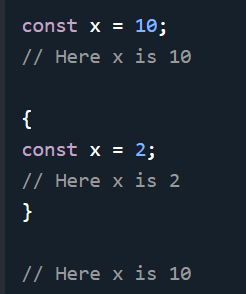
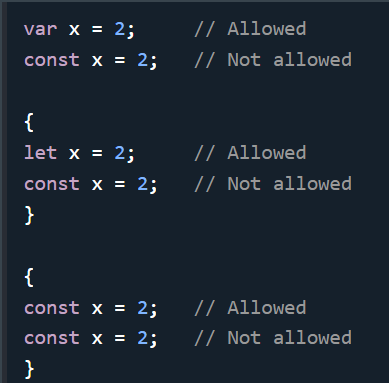
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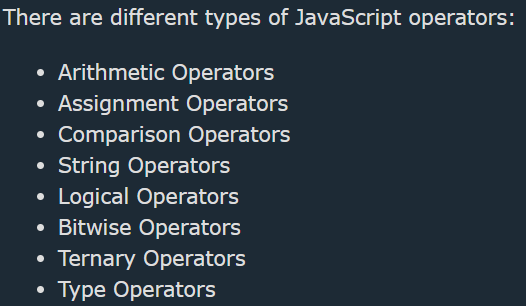
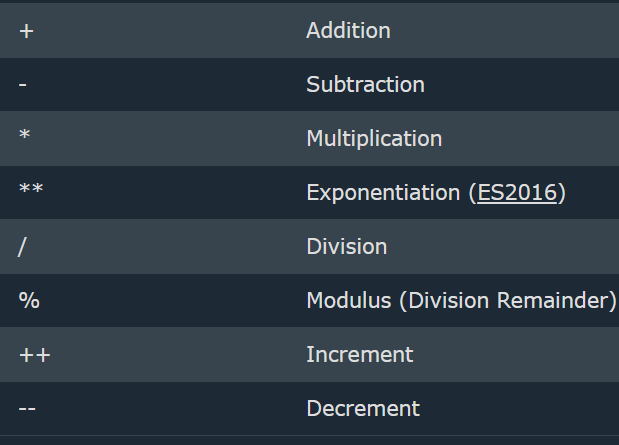
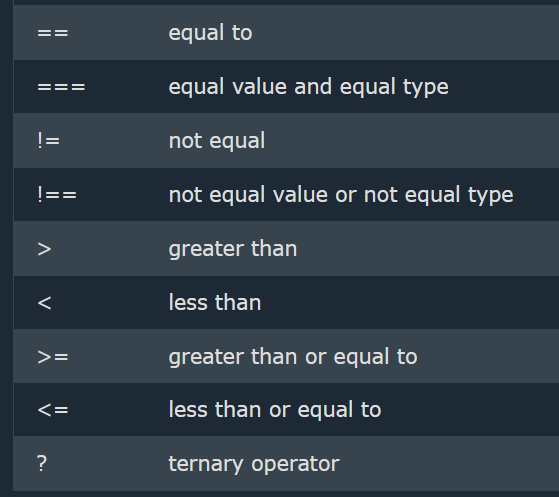
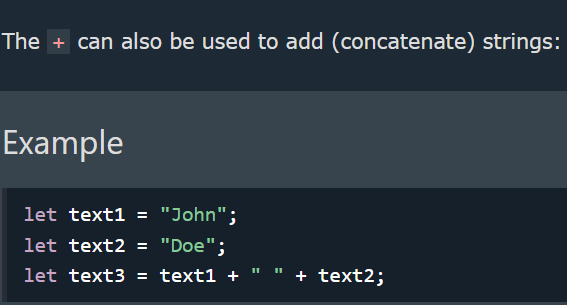
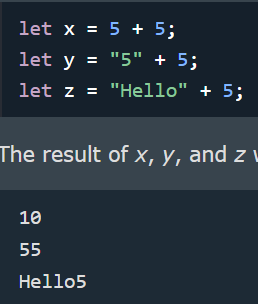
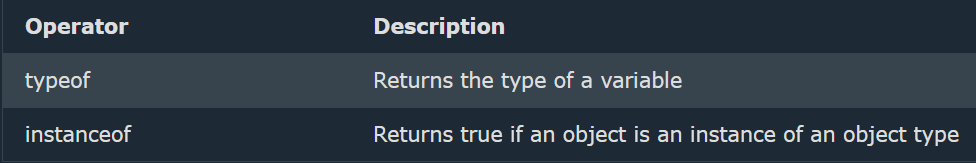
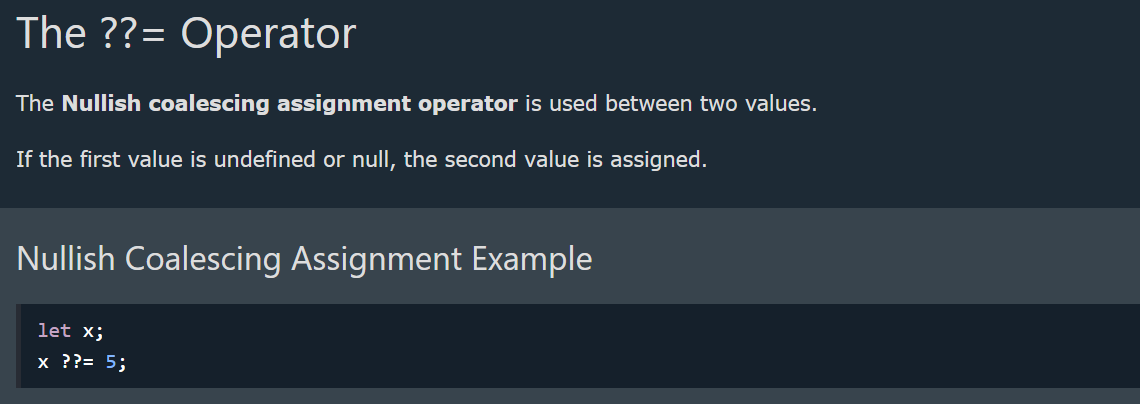
Const:

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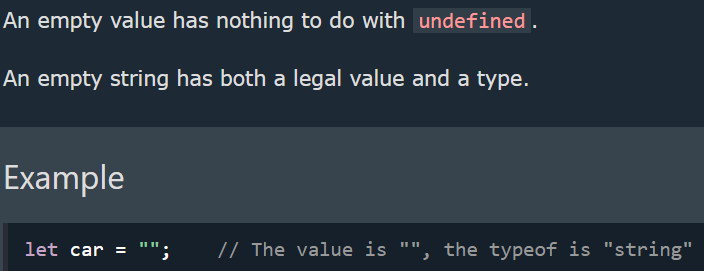
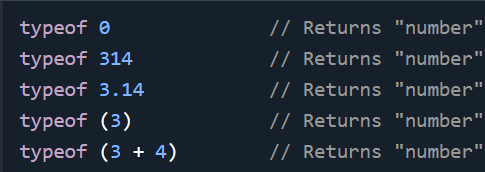
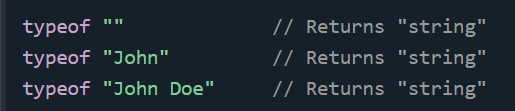
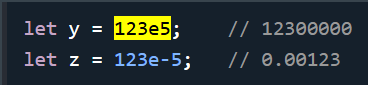
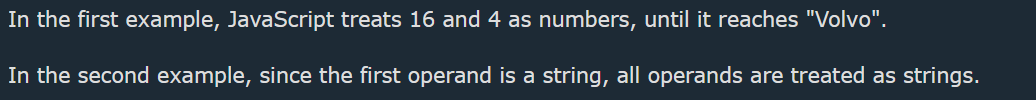
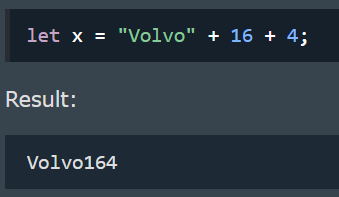
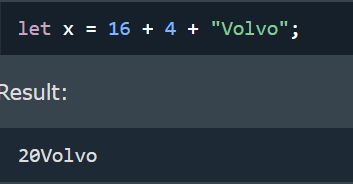
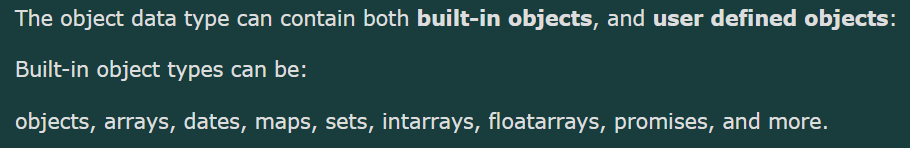
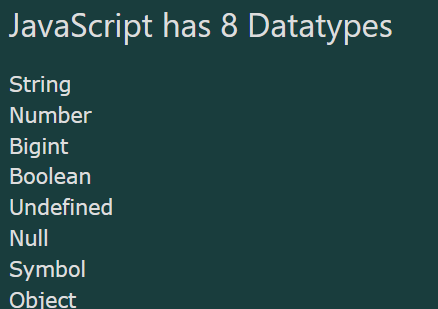
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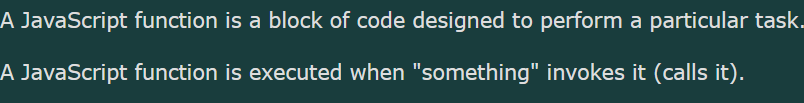
**OPERATOR:**

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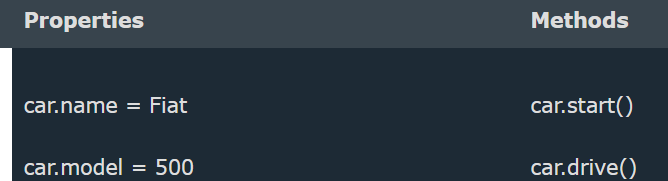
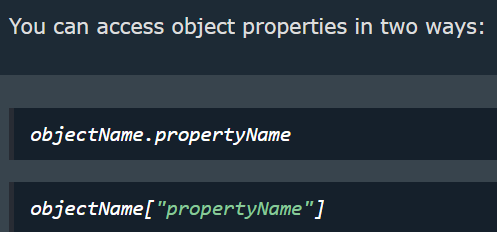
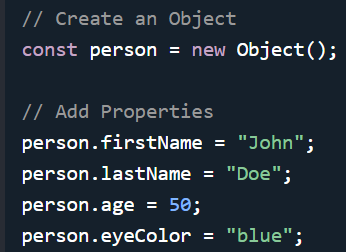
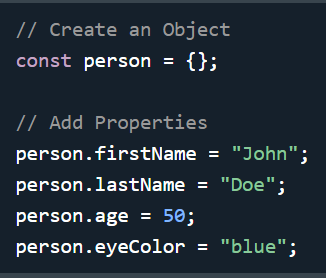
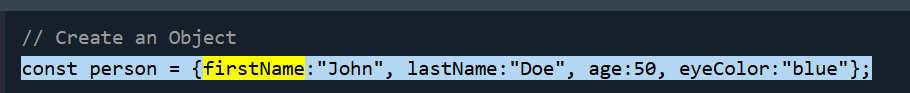
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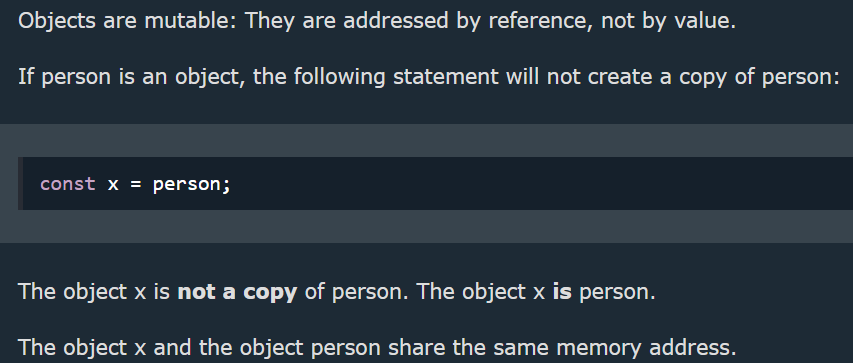
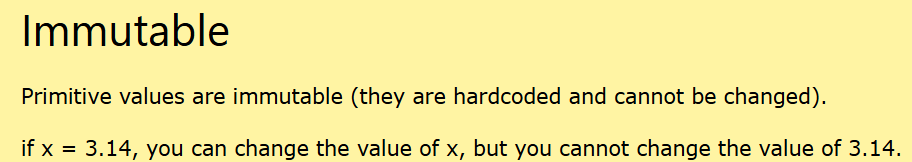
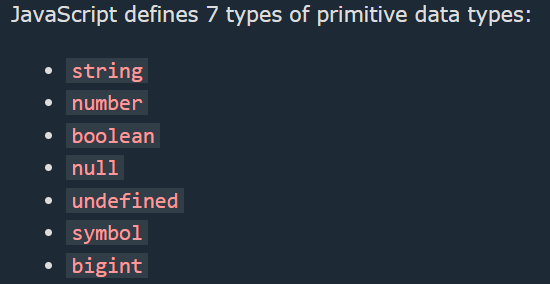
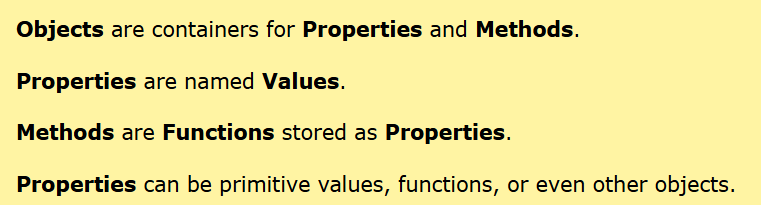
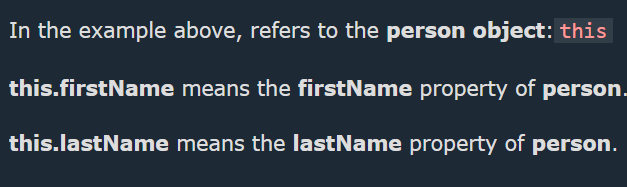
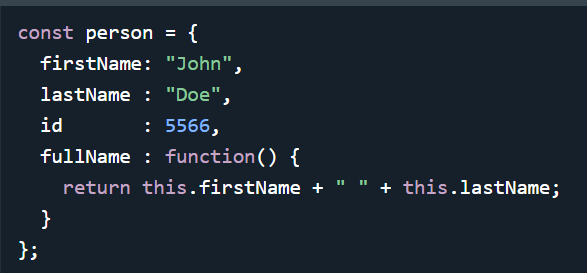


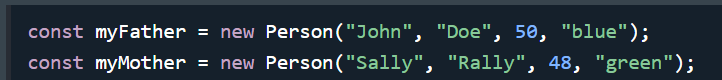
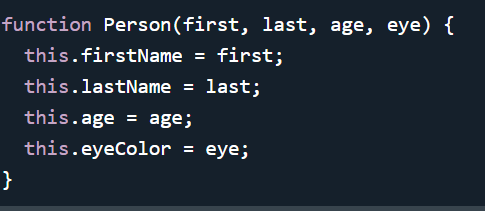
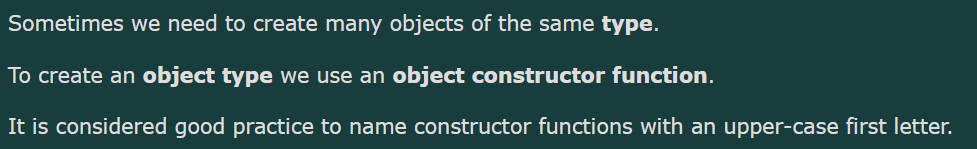
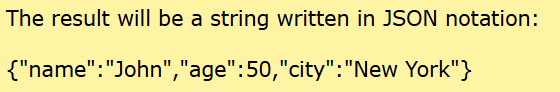
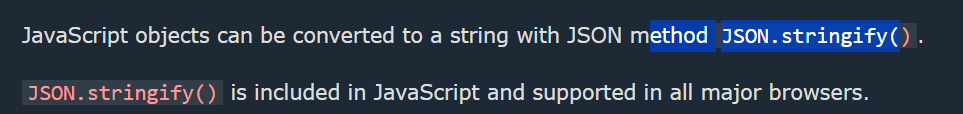
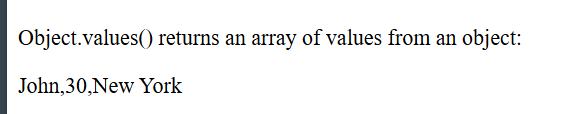
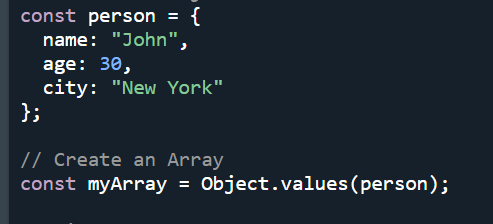
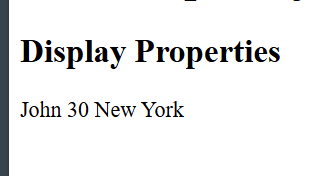
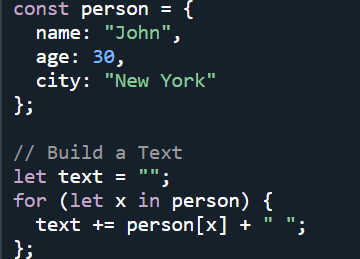
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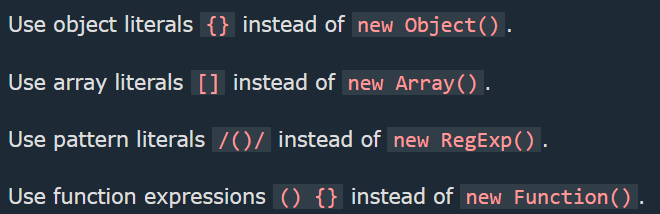
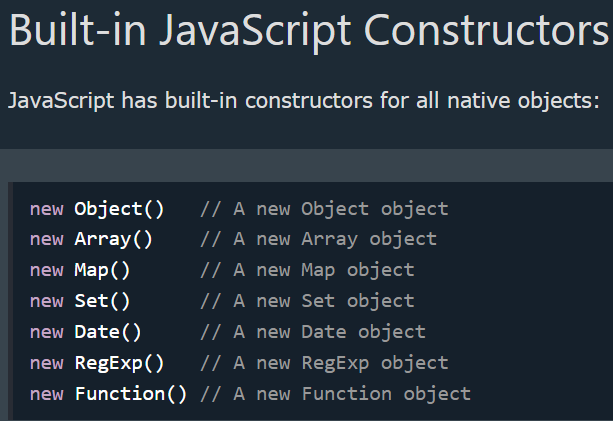
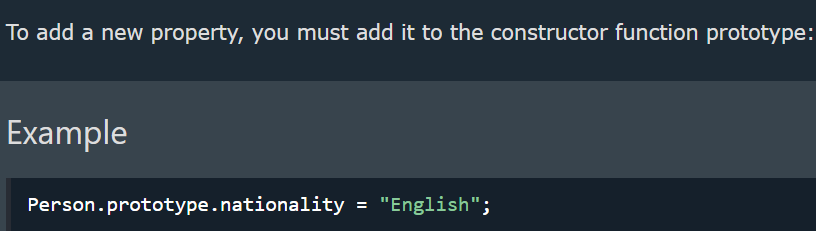
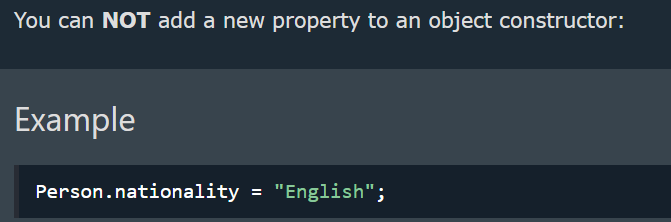


# Object:

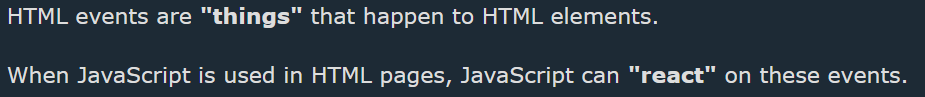
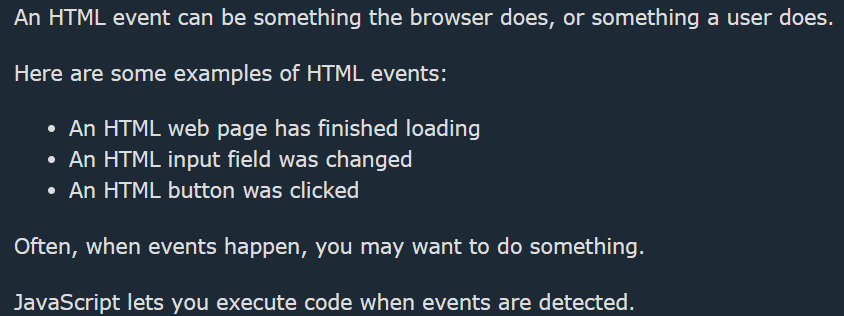
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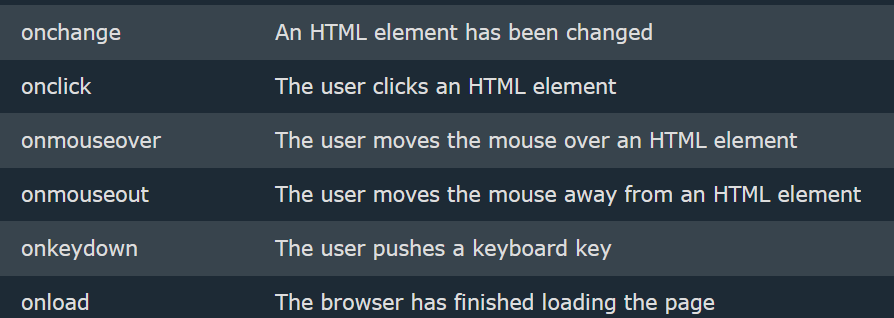
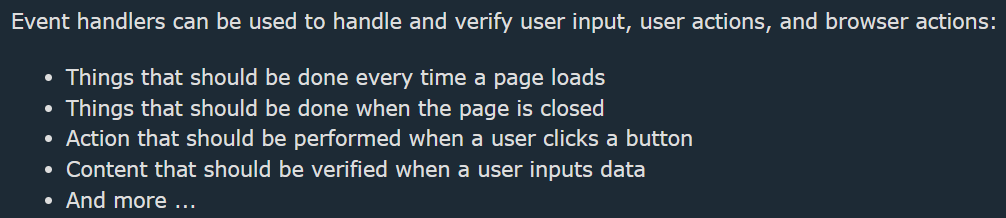
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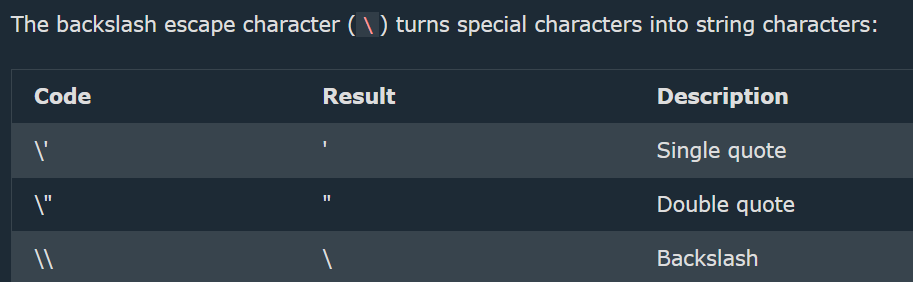
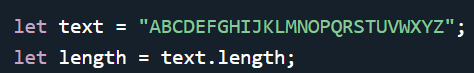
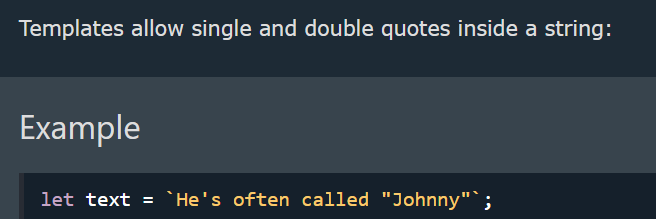


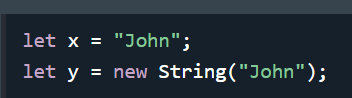
**EVENTS:**

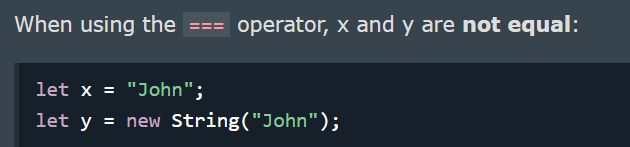
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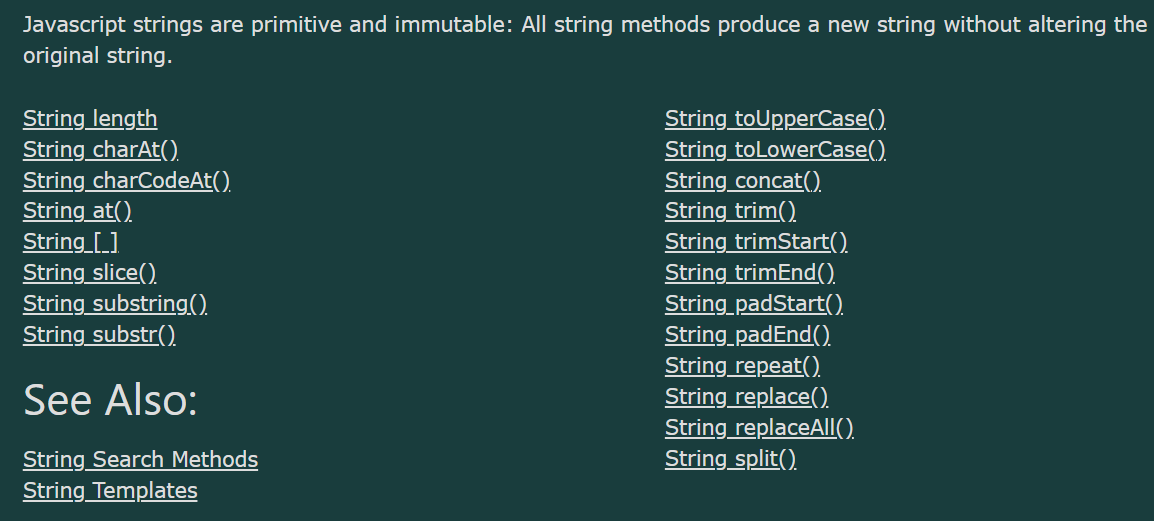
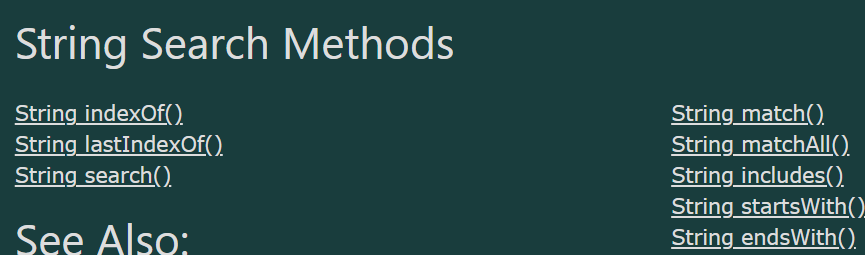
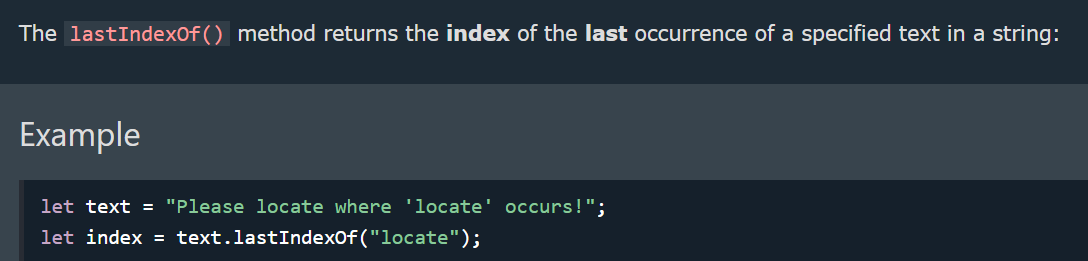
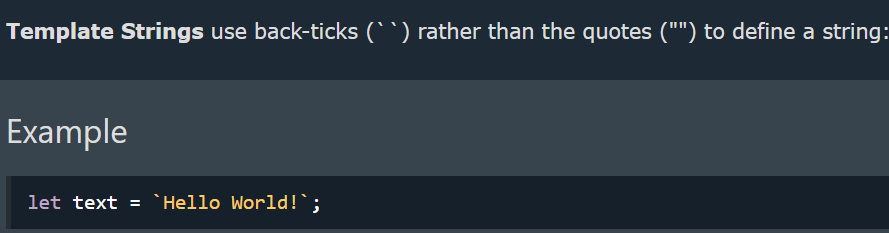
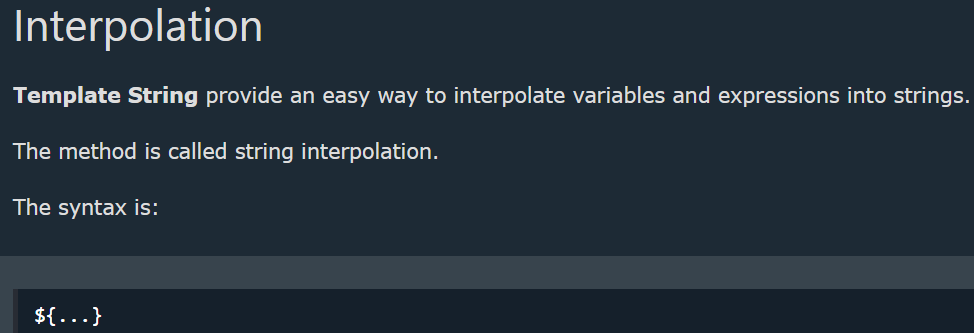
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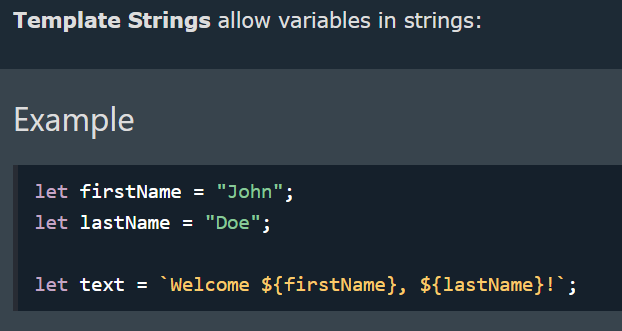
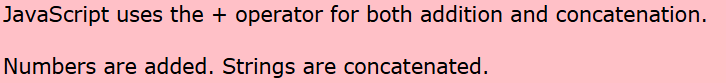
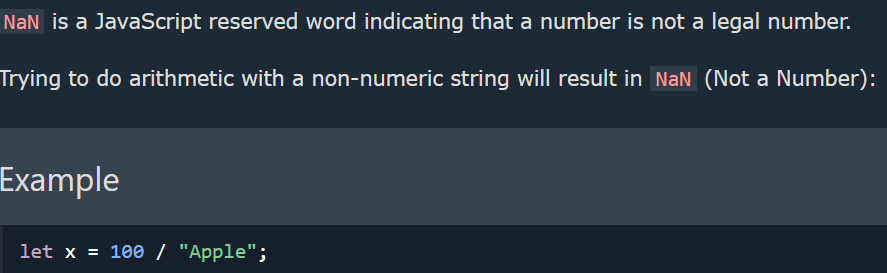
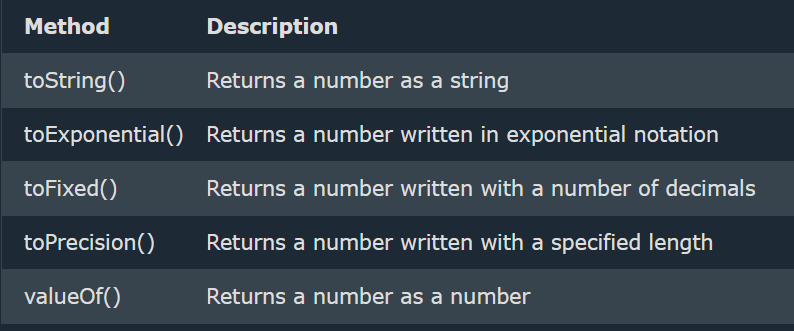
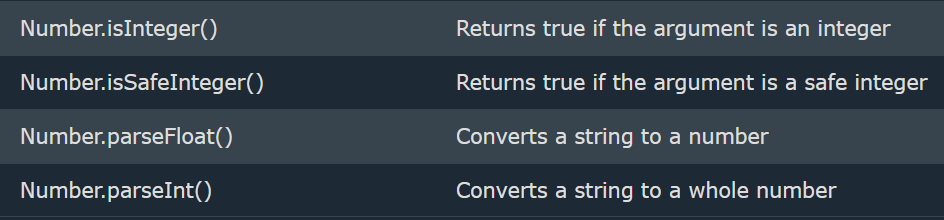
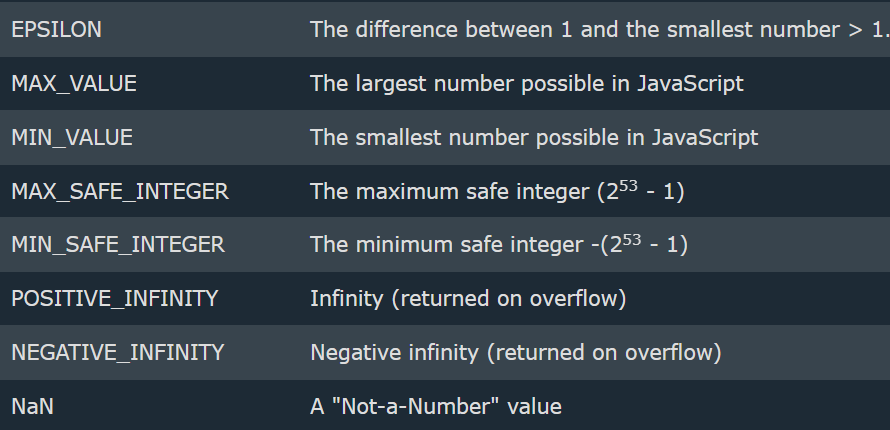
Storing:

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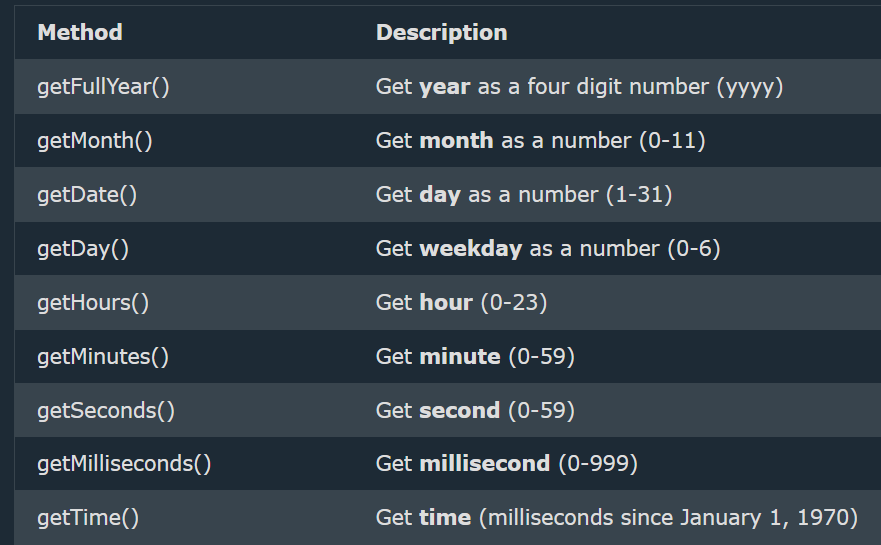
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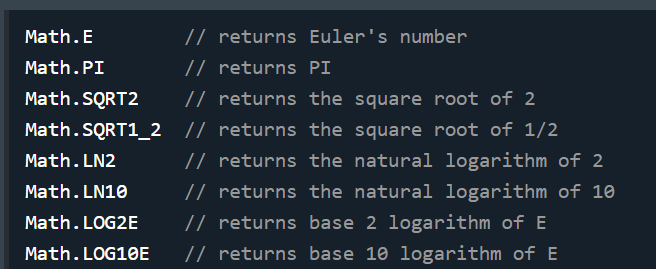
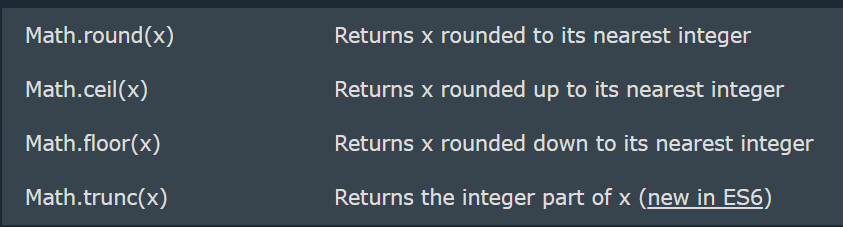


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**ARRAYS**:

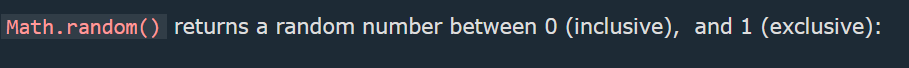
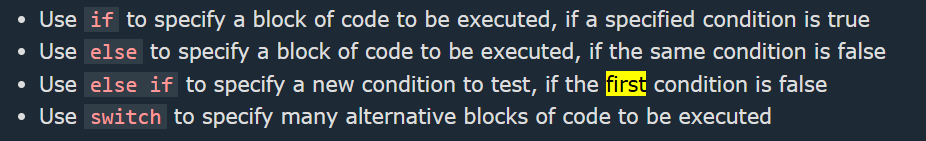
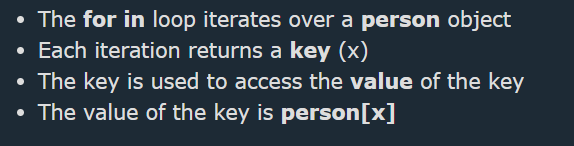
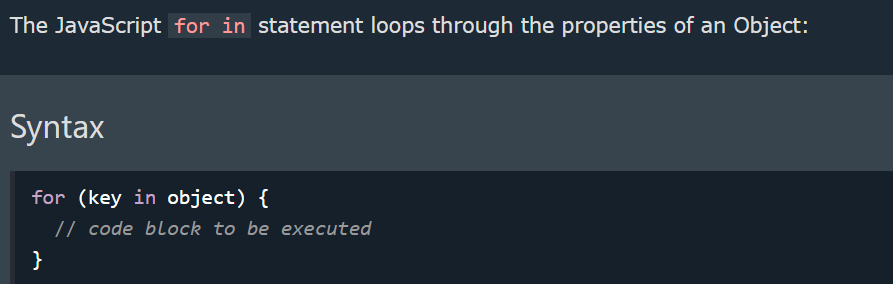
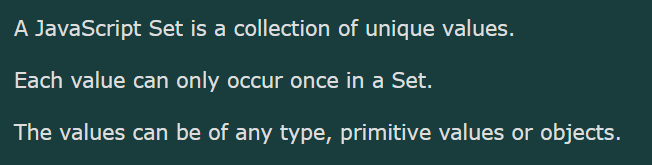
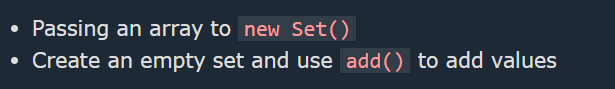
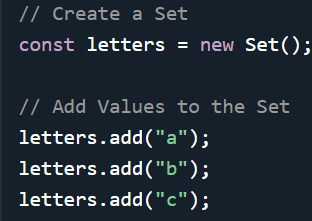
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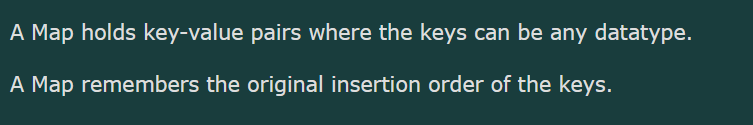
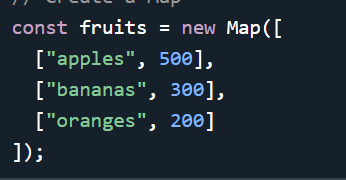
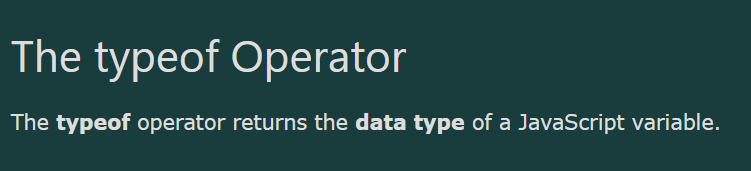
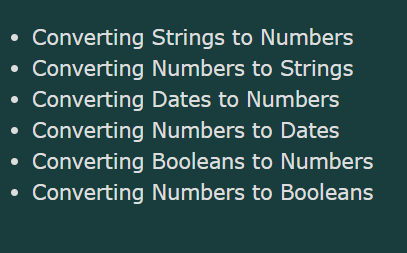
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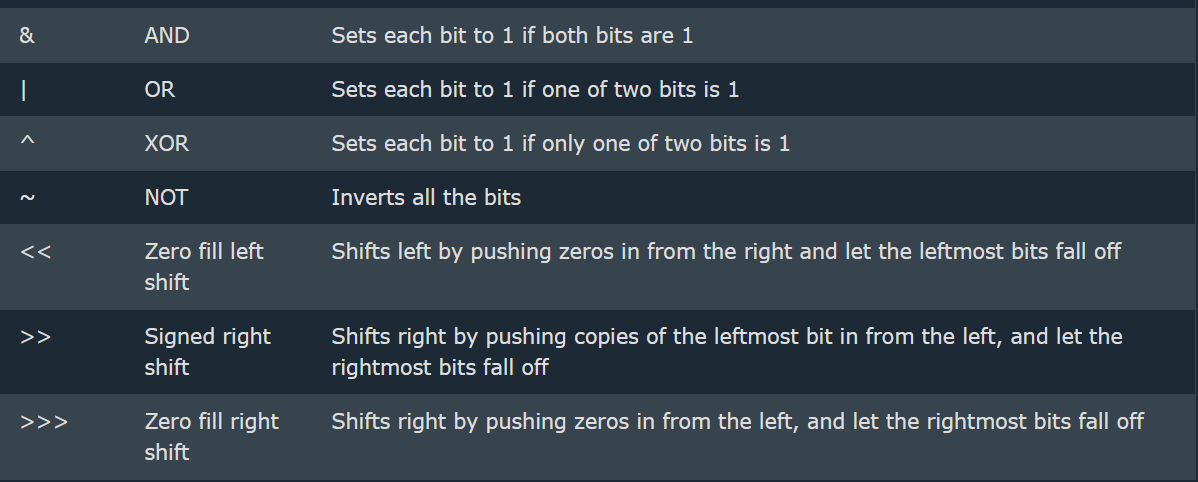
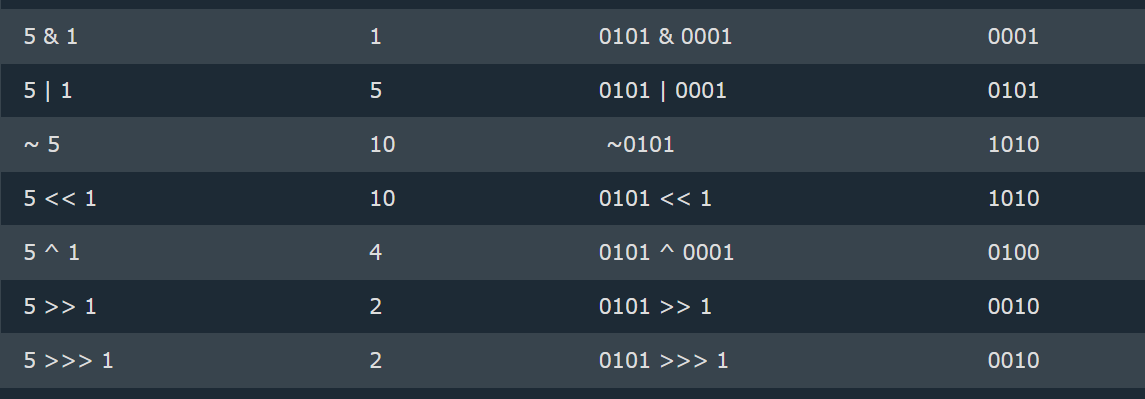
**if else:**

**Switch:**

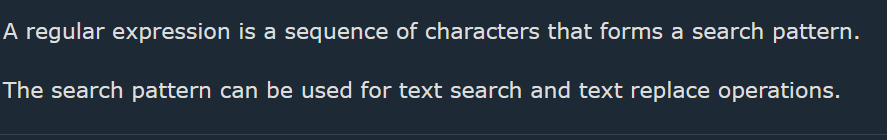
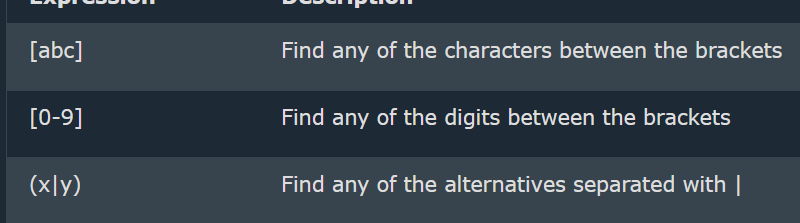
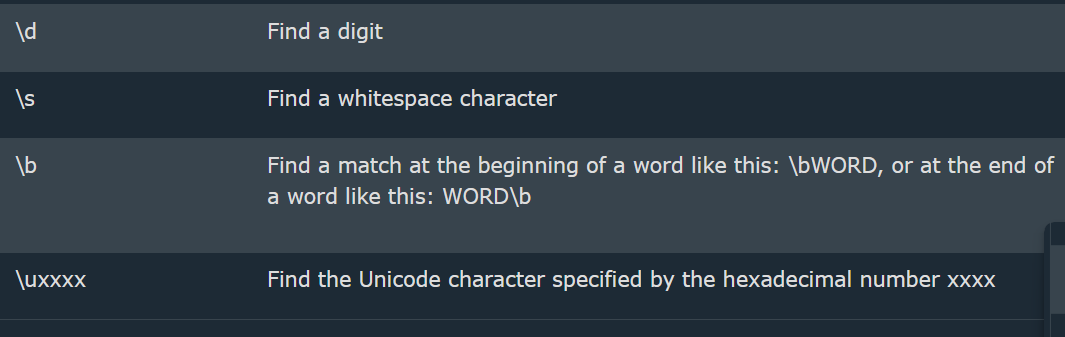
**Loops:**

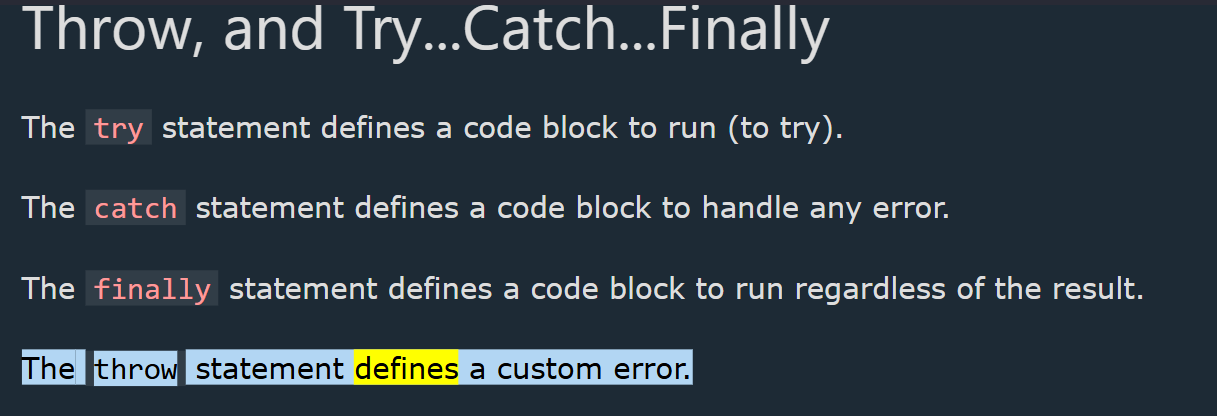
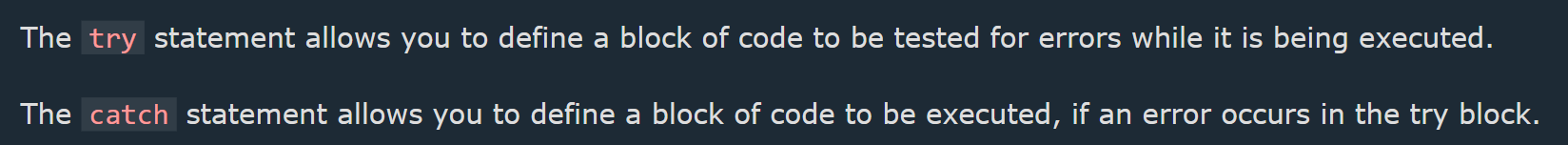
Map: ****  

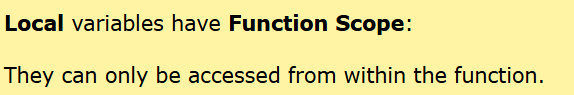
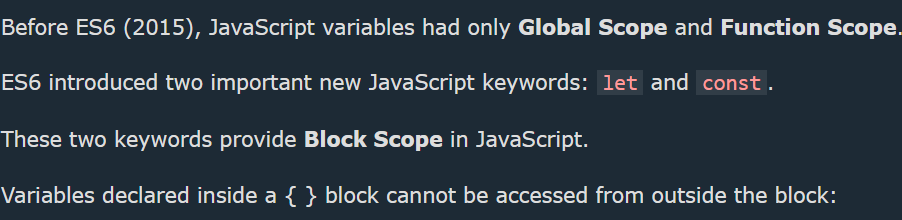
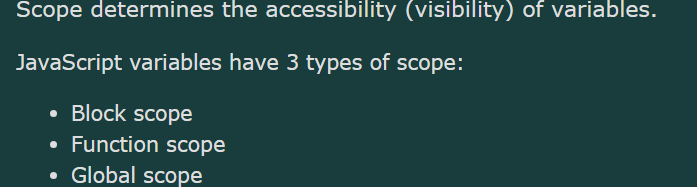
Reg exp:

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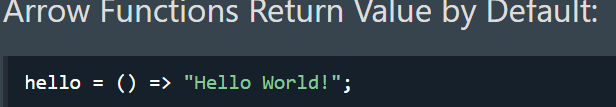
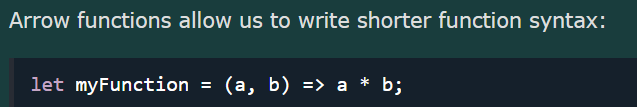
Try catch:

**SCOPE:\**

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**Arrow:**

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