**Unit1\_Web**

**The if Statement**

The if statement to specify a block of JavaScript code to be executed if a condition is true.

**Syntax**

if (*condition*)

{  
  //*block of code to be executed if the condition is true*}

**Example**

if (hour < 18)

{  
  greeting = "Good day";  
}

**Output**

Good day

### If...else Statement

It evaluates the content whether condition is true of false.

if(expression)

{

//content to be evaluated if condition is true

}

else

{

//content to be evaluated if condition is false

}

**Example**

**<html>**

**<body>**

**<script>**

**var a=20;**

**if(a%2==0){**

**document.write("a is even number");**

**}**

**else{**

**document.write("a is odd number");**

**}**

**</script>**

**</body>**

**</html>**

# Loops

The **JavaScript loops** are used to iterate the piece of code using for, while, do while or for-in loops.

1. for loop
2. while loop

## For loop

The **JavaScript for loop** iterates the elements for the fixed number of times

for (initialization; condition; increment)

{

    code to be executed

}

**Example**

<!DOCTYPE html>

<html>

<body>

<script>

for (i=1; i<=5; i++)

{

document.write(i + "<br/>")

}

</script>

</body>

</html>

Output

1  
2  
3  
4  
5

**While loop**

The **JavaScript while loop** *iterates the elements for the infinite number of times*. It should be used if number of iteration is not known.

while (condition)

{

    code to be executed

}

**Example**

<!DOCTYPE html>

<html>

<body>

<script>

var i=11;

while (i<=15)

{

document.write(i + "<br/>");

i++;

}

</script>

</body>

</html>

**Output:**

11

12

13

14

15

# Functions

**JavaScript functions** are used to perform operations. We can call JavaScript function many times to reuse the code.

#### Advantage

1. **Code reusability**: We can call a function several times so it save coding.
2. **Less coding**: It makes our program compact. We don’t need to write many lines of code each time to perform a common task.

**Syntax**

function functionName([arg1, arg2, ...argN])

{

 //code to be executed

}

**Example**

<html>

<body>

<script>

function getcube(number){

alert(number\*number\*number);

}

</script>

<form>

<input type="button" value="click" onclick="getcube(4)"/>

</form>

</body>

</html>