**Full Stack Web development**

end-to-end development

1.Frontend

2.Backend

3.Database

1.Frontend

* -HTML:HYpertext Markup language
* used to create structure of the content
* -CSS:Cascading Style Sheet
* font,color,position.shape,size

JavaScript:

static websites-remain constant for everyone

ex :login

dynamic website-form validations

changes to everyone

ex:facebool,amazon,gmaps,cricbuzz

JavaScript is a high level language

-scripting language-no need of compilation

-loosely typed language

-high level language

-lightweight and dynamic language

-used to build UI

INTRODUCED BY 1995 BY BRENDEN EICH

-Netscape navigator

-first program was developed within 7-8 days named as "Mocha".

-LIVESCRIPT is the first name of javascript

APPLICATIONS

* -mobile
* -smart watch
* -gaming
* -web apps
* -server side apps
* -mongodb(data storing logic and all)

**VARIABLES**

* nothing but containers/memory blocks to store data
* 3 variables in JS
* var(1995),let(1996-ex6),const(2015-es6)
* Case Sensitive
* Start vth letter,\_underscore,$ dollarsign
* Cannot start vth numbers
* Reserved words are not allowed
* Allow letters,numbers,\_underscore,$ dollarsign

How to declare variables

* + Let
  + Var
  + Const

**4 types of memories available in browser**

1. Static area
2. class static method
3. Stack area
4. Heap area

* Resassigning is possible for var,let and not for Const
* Redeclaring is not possible for let,const

let a=1

            let a=56

            console.log(a+a)

            console.log(a\*a)

**Block Scope**

Var does not has block scope

Let has block scope

let a="sindu";{

                let a="josh";

                console.log(a)

            }

 console.log(a)

var a="sindu";{

                var a="josh";

                console.log(a)

  }

  console.log(a)

ouput:

josh

josh

let has block scope

let a=11

            {

                let a=5

                console.log(a+a)

            }

 console.log(a+a)