**Guvi pre-boot camp** ;day-1:

**Class**:full stack developer:

**Main**:javacript:

**JAVASCRIPT**:-> case sensitive

-> It is used to do the action of the Web page.

-> javascript is a easily understandable and object oriented programming languages.

**WHAT IS OBJECT ORIENTED PROGRAMMING LANGUAGES?**

-> Object-oriented programming is a programming paradigm based on the concept of "objects", which can contain data and code: data in the form of fields, and code, in the form of procedures.

**WHY OOPS IS USED?**

-> OOPs, stand for Object-Oriented Programming, whose purpose is to deal with real-world entities using a programming language. It aims to construct a program using classes and objects. OOP concepts **help the programmer control and access the data in a program easily**.

**JAVACSRIPT KEYWORD:**

In the javascript we have a lots of keywords, but we have to work with the specific this 3 keywords.

**->var**

**->const**

**->let**

**Var=> we have to do both re-declaration and re-assingnment.**

For example:

Var a=10;

a=50; //re-assingnment

Var a=60; //re- declaration

**Const => we donot both re- assingnment and re-declaration.**

For example:

Const a=10; //only write this

a=60;//->this we cannot do that;

And also we cannot write =>like => cons a;

**Let => we cannot do re-declaration only can do re-assingnment:**

For example:

Let a=10;

a=90;

let a=20; //this cannot do that;

………………………X……………………………………..

**Output:**

inp.on(“close”,()=>{ ===============🡺all program type.

Console.log(a);

});

**Input:**

Direct: let a=10;

User=> inp.on(“line”,(data)=>{

a = data; ======================🡺only input get use.

});

What type we have to given in the Input => it is taken as a string.

We have to give a input value to the a like

100

200

300

400 =>console.log(a);=400 only

//the value we have to print only the last element.

…………………………X………………………………………….

Operators:

Add=> suitable for both numbers and strings;

For example:

Console.log(a+b); => when a=10; b=20/”5”;

Sub,\*,/,%=> suitable for only numbers not a strings;

For example:

Console.log(a-b); => when a=10; b=”guvi”;

Ouput: not a number=> like🡺NAN;