

20 Basic JavaScript Code Examples

1. Print Hello World

```
console.log("Hello, World!");
```

2. Variables

```
let name = "Komal";  
  
const age = 25;  
  
var isStudent = true;
```

3. Data Types

```
let str = "JavaScript";  
  
let num = 123;  
  
let bool = true;  
  
let undef;  
  
let nul = null;
```

4. Basic Arithmetic

```
let a = 10, b = 5;  
  
console.log(a + b);  
  
console.log(a - b);  
  
console.log(a * b);  
  
console.log(a / b);
```

5. If...Else

```
let age = 18;  
  
if (age >= 18) {  
    console.log("Adult");  
} else {  
    console.log("Minor");  
}
```

6. Switch Statement

```
let day = 2;  
  
switch (day) {  
    case 1: console.log("Monday"); break;
```

```
    case 2: console.log("Tuesday"); break;

    default: console.log("Other Day");
}
```

7. For Loop

```
for (let i = 0; i < 5; i++) {

    console.log("i =", i);

}
```

8. While Loop

```
let i = 0;

while (i < 3) {

    console.log(i);

    i++;

}
```

9. Function Declaration

```
function greet(name) {

    console.log("Hello, " + name);

}

greet("Komal");
```

10. Arrow Function

```
const add = (x, y) => x + y;

console.log(add(5, 3));
```

11. Arrays

```
let fruits = ["Apple", "Banana", "Cherry"];

console.log(fruits[1]);
```

12. Array Loop

```
let colors = ["Red", "Green", "Blue"];

colors.forEach(color => console.log(color));
```

13. Objects

```
let person = {

    name: "Komal",

    age: 25,
```

```
greet: function() {  
    console.log("Hi, I'm " + this.name);  
}  
};  
  
person.greet();
```

14. Date and Time

```
let now = new Date();  
  
console.log(now.toString());
```

15. Set Timeout

```
setTimeout(() => {  
    console.log("Executed after 2 seconds");  
}, 2000);
```

16. Set Interval

```
let counter = 0;  
  
let timer = setInterval(() => {  
    console.log(counter++);  
    if (counter > 3) clearInterval(timer);  
}, 1000);
```

17. DOM Manipulation

```
document.getElementById("demo").innerText = "Hello from JS!";
```

18. Events

```
document.getElementById("btn").addEventListener("click", () => {  
    alert("Button clicked!");  
});
```

19. String Methods

```
let text = "JavaScript is fun!";  
  
console.log(text.toUpperCase());  
  
console.log(text.includes("fun"));
```

20. Math Object

```
console.log(Math.random());  
  
console.log(Math.floor(4.7));
```

```
console.log(Math.max(1, 3, 2));
```