

# Js assignment 27-oct-2025

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## Introduction to JavaScript

1. Open any website → right-click → Inspect → Console → type: document.title
2. Try: alert("Hello from Sheryians!")
3. Write one line in your own words: "If HTML is skeleton, CSS is clothes — what is JS?"
4. Write one example of where you've seen JS being used (like popup, animation, etc.)

**Goal: Observe what JS does on a webpage.**

## Linking JavaScript Files

1. Create an HTML file and link JS file like this:
2. In app.js, write: console.log("Connected!")
3. Move the script tag to the <body> section and see what happens.
4. Try using defer:

```
<script defer src="script1.js"></script>  
<script defer src="script2.js"></script>
```

**Goal: Understand how to connect JS with HTML.**

## Running JS in Browser Console

1. Open console and type: `2 + 2`
2. Type: `alert("Hi")`
3. Try: `prompt("Your name?")`
4. Type: `let city = "Bhopal"; city`

## Variables and Keywords (var, let, const)

1. Declare your name using all three: `var a = "Harsh"; let b = "Sheryians"; const c = "School"`
2. Try reassigning them: `a = "Updated"; b = "Updated"; c = "Updated"`
3. Create a variable inside curly braces using `let` and log it outside.
4. Predict output before running.
5. Write 3 examples where `const` is useful (like `PI`, `baseUrl`, etc.)

## Logging and Interaction (console, alert, prompt)

1. Log name, age, and city using `console.log`, `console.info`, `console.warn`.
2. Use `prompt` to take user's name → alert a welcome message.
3. Log `typeof` of user's input.
4. Try: `let age = prompt("Enter age:"); console.log(age + 5);` observe what happens.

## Working with Strings

1. `let msg = "I love Sheryians";`

2. Try `msg.slice(2, 6)` and predict the result.
3. Try `msg.split(" ")` and count words.
4. Try `msg.replace("love", "study at")`.
5. Template string example: `let name = "Harsh"; console.log(Hey ${name}, welcome to JS!)`
6. Check if `msg.includes("love")`

## Statements and Semicolons

1. Remove semicolon and check if code still runs.
2. Combine two statements in one line and see if it breaks.
3. Write 3 `console.log` statements without semicolons and predict output.

## Comments

1. Write your name as a single-line comment.
2. Write a 3-line comment explaining what your code does.
3. Hide one `console.log` using comment and check output.

## Expressions vs Statements

1. Type `5 + 10` (expression).
2. Type `let x = 10;` (statement).
3. Which one gives a value immediately?

4. Try: `let y = (5 + 10) * 2; console.log(y)`
5. Write one line explaining the difference between both.

## Data Types

1. `let age = 25; let name = "Harsh"; let isStudent = true; let skills = ["JS", "HTML"]; let user = { city: "Bhopal" }; let x = null; let y; let z = Symbol("id")`
2. Log `typeof` each variable.
3. Change one value and recheck `typeof`.
4. Try adding a number and string together.

## Special Values

1. `Log 1 / 0, 0 / 0, Number("abc"), undefined + 1`
2. Write what appears (Infinity, NaN, etc.)
3. Write one line explaining when to use null vs undefined.

## Primitive vs Reference

1. `let x = 5; let y = x; y = 10; console.log(x, y)`
2. `let obj1 = { name: "Harsh" }; let obj2 = obj1; obj2.name = "Sheryians"; console.log(obj1.name)`
3. Observe which one changes together.
4. Draw memory boxes on paper to visualize difference.