

### TASK 3 SUBMISSION

1. For the given JSON iterate over all for loops (for, for in, for of, forEach)

```
2. let user = {
3.   name: "Jay",
4.   age: 20,
5.   address: {city: "Chennai", state: "TamilNadu"},
6.   contact: [8899778899,8877889977],
7.   hobbies: ["Music", "Singing", "Dancing", "Poetry", "Acting"]
8. }
```

#### For loop:

```
for(var i=0; i<user.hobbies.length; i++) {
  console.log(user.hobbies[i]);
}
```

#### Output-

```
Music
Singing
Dancing
Poetry
Acting
```

#### For In loop:

```
for (let x in user) {
  console.log(x + ": " + user[x])
}
```

#### Output

```
name: Jay
age: 20
address: [object Object]
contact: 8899778899,8877889977
hobbies: Music,Singing,Dancing,Poetry,Acting
```

#### For Each loop:

```
user.hobbies.forEach((currentValue, index) => {
  console.log("Index in array is: "+index + " :: Value is: "+currentValue)
});
```

#### Output

```
Index in array is: 0 :: Value is: Music
Index in array is: 1 :: Value is: Singing
Index in array is: 2 :: Value is: Dancing
Index in array is: 3 :: Value is: Poetry
Index in array is: 4 :: Value is: Acting
```

### For Of

```
for (const number of user.contact) {  
  console.log(number);  
}
```

### Output

```
8899778899  
8877889977
```

9. Create your own resume data in JSON format  
[https://github.com/laksh97/javascript\\_task/blob/main/resume.json](https://github.com/laksh97/javascript_task/blob/main/resume.json)
10. Read about the difference between window, screen and document in javascript

## window

Each browser tab has its own top-level window object. It is the execution context and global object for that context's JavaScript

In addition to document and screen described below, window properties include

- setTimeout() and setInterval() binding event handlers to a timer
- location giving the current URL
- history with methods back() and forward() giving the tab's mutable history
- navigator describing the browser software

## document

Each window object has a document object to be rendered. These objects get confused in part because HTML elements are added to the global object when assigned a unique id. E.g., in the HTML snippet

```
<body>  
  <p id="p1"> This is the first paragraph.</p>  
</body>
```

the paragraph element can be referenced by any of the following:

- document.body.firstChild
- document.body.children[0]

## screen

The window object also has a screen object with properties describing the physical display:

- screen properties width and height are the full screen
- screen properties availWidth and availHeight omit the toolbar