**Javascript**

It is an object-based scripting language that is lightweight and cross-platform

1)Internal JavaScript

2)External JavaScript

1)Internal Javascript:-

a)Between body tag of Html:-

<!DOCTYPE html>

<html>

<body>

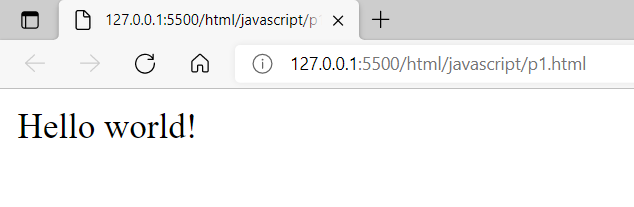
    <script type="text/javascript">

        document.write('Hello world!');

    </script>

</body>

</html>



b)in head tag:-

<!DOCTYPE html>

<html lang="en">

<head>

    <script type="text/javascript">

        function msg(){

            alert('Hello world');

        }

    </script>

</head>

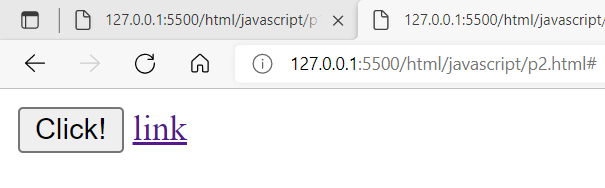
<body>

    <input type="button" value="Click!" onClick="msg();"/>

    <a href="#" onClick="msg();">link</a>

</body>

</html>



2)External JS:-

Step1:- create external js file “message.js”

function msg(){

    alert('Hello world');

}

Step2:-create html file and link js file

<!DOCTYPE html>

<html lang="en">

<head>

    <script type="text/javascript" src="message.js"></script>

</head>

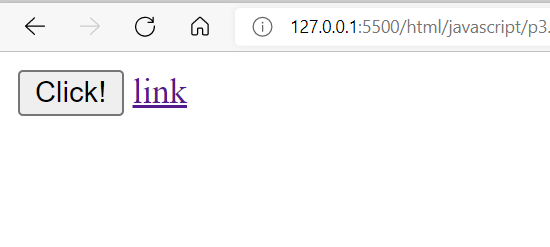
<body>

    <input type="button" value="Click!" onClick="msg();"/>

    <a href="#" onClick="msg();">link</a>

</body>

</html>



**Variables In JS**

* It is a container for storing data value
* Reserved words for variables

Var,let and const

* Identifiers are case-sensitive.

**Var keyword:-**

Ex:-

<!--var keyword-->

<!DOCTYPE html>

<html lang="en">

<head>

</head>

<body>

    <script>

        var val='Hello JavaScript';

      console.log(val);

        //it can be updated

        val="Hello LWC";

        console.log(val);

        val=100;

        console.log(val);

        val=true;

        console.log(val);

//it can be redeclared

        var val=1000;

        console.log(val);

        //scope

        //its supports 2 type of scope

       // 1.global

       var subject="LWC";

       console.log("subject="+subject);

        //2.functional

          function abc(){

              var x=10;

              console.log("X="+x);

          }

          abc();

         // console.log(x);//error=> x is not defined

        //its not support to block level scope

       if(10==10){

            var y=20;

        }

        console.log('Y='+y);

    </script>

</body>

</html>

**Let keyword:-**