**Assignment 2**

Problem Statement: Operators and Flow Control Statements

1. Write a program for arithmetic operations (operators) using typescript.
2. //airthmetic.ts
3. var x:number=10,y:number=15;
4. console.log("Addition: ",x+y);
5. console.log("Subtraction: ",x-y);
6. console.log("Multiplication: ",x\*y);
7. console.log("Division: ",x/y);
8. console.log("Modulus: ",x%y);
9. //arithmetic.html
10. <html>
11. <title>TypeScript</title>
12. <script src="airthmetic.js"></script>
13. </html>

Graphical user interface, text, application, email

Description automatically generated

2. Write a program for add value to the left operand with the right operand and assigns the result to the left side operand using assignment operator.

var x:number=10,y:number=15;

console.log(x+=y);

Graphical user interface, text, application

Description automatically generated

3. Write code for resulting it returns the inverse result of an operand using logical operator.

var x:boolean=true,y:boolean=false;

console.log("!x: "+!x+"\n"+"!y: "+!y);

console.log("!(x && y): "+!(x && y)+"\n"+"!(x || y): "+!(x || y));

//logical.html

<html>

    <title>TypeScript</title>

    <script src="logical.js"></script>

</html>

Graphical user interface, text, application

Description automatically generated

4. Write a program for checking value is even or odd using ternary operator.

console.log((10%2===0)?"Even Number":"Odd Number");

//ternary.html

<html>

    <title>TypeScript</title>

    <script src="ternary.js"></script>

</html>

Graphical user interface, text, application

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5. Write a program for checking which of the given value greater using if-else ladder is.

//ifelseladder.ts

var a:number=10;

var b:number=15;

if(a>b){    console.log("A is greater..."); }

else if(a<b){    console.log("B is greater...");    }

else{   console.log("A and B are equal..."); }

//ifelseladder.html

<html>

    <title>TypeScript</title>

    <script src="ifelseladder.js"></script>

</html>

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6. Write a sample code for switch case and use break statement to control the flow.

var str:string="mul";

var x:number=10,y:number=15;

switch(str){

    case "add": console.log("Addition: ",x+y);break;

    case "sub": console.log("Subtraction: ",x-y);break;

    case "mul": console.log("Multiplication: ",x\*y);break;

    case "div": console.log("Division: ",x/y);break;

    case "mod": console.log("Modulus: ",x%y);break;

    default:console.log("Choose correct option......");

}

//switch.html

<html>

    <title>TypeScript</title>

    <script src="switch.js"></script>

</html>

Graphical user interface, text, application, email

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