Jscript 102

12 January 2024 13:08

Lokesh JS 2

Converting data types :

String (10) ← +""

BigInt (10) 250 n

Number ("10") ← +string

String & Number are data types of java script.

or you can just add + before a string to convert it into a number.

eg. let a = "10"
let b = "20"
let ans = +a * +b ← + will make a as a number
console.log (ans)

ans will store multiple of a & b

or let bigInteg = 10000 n ← adding n will convert any number to BigInt.

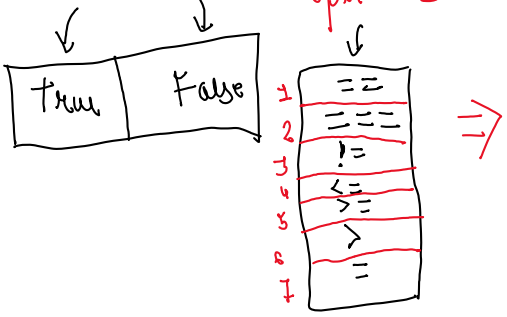
Template String :

Template string is similar to f string in Pandas

syntax :

pi = 3.14
r = 5
ans = ~ area of circle with radius ${r} is ${pi * r**} ~ ← it will be near tab button
console.log (ans)

Working with Booleans :



let a = 5 let b = "5" let c = 5

```
Console.log (a == 5)
Console.log (a == b)
Console.log (a === b)
Console.log (a == c)
Console.log (a >= b)
Console.log (a>==b)
Console.log (a!=b)
```

if & else Condition

if Truly values → true, 1, ...

if Falsly values → False, 0, null

```
if (a > b) {
// ..... if truely values found
} else {
// ..... if falsly value found.
}
```

number = ["string", "", 0, 1, 1000, true, null, false]
T T F F T T T F F

1
not-null
"any value"
[any integer]

0
null
" "

else { // ooooo if falsy value found.
}

[false, 0, " ", null]

Ternary Operator : let ans = 1

let ans = if a ? "true_value" : "false_value"

(in any truely case the value after ? will occure or in any falsy case value after : will occur)

and & or operators : && ||

if (ans = 100 && ans = 50)

if (ans = 100 || ans = 1)

Nested if & else ladder : [if inside if or if inside else]

```
if ( True_Condi ) {
        if ( True_Cond i 1 ) {
                if ( True_Condi2 ) {
                        output = "output"
                } } }
else { if ( false_Condi 1 )
        { output = "output" } }
```

else if : [if then else if]

```
if (true_Condi ) {
        output = "output"
} else if ( false Condition 1 ) {
        output = "output" } else { output = "output"
}
```

Switch Statement :

```
Switch ( input )
{ Case exactval 1 :
        output
```

ooo switch will only take exact values, if you wish to continue with condition go with an if, else ladder

output
Break

Case exactval2 :
output
Break
Case exactval3 :
output
Break
}

Loops : → do while

while

for → for (let i=0; i<=5 ; i++)
{
}

if you use let i its scope will be local.
or if you use var its scope is global.

```
i=0
While (truely condition)
{
  //
  i++
}
```

do while

```
do
{
//
} while (Condition)
```

→ This code will run even if condition don't return a true value.

Statements : [Control flow Keywords]

stopping

break → will exit the entire loop.

```
i=0
While (i<5)
{ if i==3
  {
    break;
  }
}
```

op: 0 1 2

Continue → Will skip that iteration & stop any code to run forward

```
i=0
While (i<5)
{ if (i==3)
  { continue;
  }
}
```

op: 0 1 2 4

Array : → ["1", "2", "str", 3, 4, 5]

location based datatypes

Operations → array.push(5)
array.pop()

location based datatypes

Operations → array.push(5)
array.pop()
array.shift()
array.unshift(5)

array data type is always object

for checking data type :

Consol.log(Array.isArray (array_name))