<!DOCTYPE html>

<html>

<head>

<title>LEARNING JS</title>

<link rel="stylesheet" href="style.css" />

</head>

<body>

<div class="header">

<h1>LEARNING JS</hi>

<p>with manju</p>

</div>

<div class="container">

<button onclick="this.innerHTML='you clicked'">Click Here</button>

</div>

<script>

// camel case

//var myNumber;

//partial case

//var MyNumeber;

//underscore

//var my\_number\_N;

//next is array

//var colors=['red','blue'];

//alert(colors); - will print all the values

//instead to access one element : alert(colors[0]); will Give Red

//to add to array : colors[2]='Green'; alert(colors);

//or you can add using: colors.push('Purple');

//to get the length of the array: alert(colors.length);

//next is Loop

//for(var i=0;i<10;i++)

//{

// console.log(i);

//}

//var colors=['red','blue'];

//colors.forEach(function(colors)

//{

//console.log(colors);

//})

//for(var i=0;i<colors.length;i++)

//{

//console.log(colors[i]);

//}

//if (1===1) means if the datatypes of both sides are equal

//if(var v1==varv2 && var v1=3) look at the ambersand symbol Here

//next is Switch

//var fruit='Banana';

//switch(fruit)

//{

//case 'Banana':

//console.log('i like that');

//break;

//case 'Grapes':

//console.log('Heaven');

//break;

//}

//next is Object . It is like Function

//object Literal

var person =

{

firstname: 'Brad',

Lastname: 'Roley',

age:24

}

console.log(person.age);

var person =

{

firstname: 'Brad',

Lastname: 'Roley',

age:24,

//full name is a fucntion here

fullname: function()

{

return this.firstname+this.Lastname;

}

}

console.log(person.fullname());

//object Constructor

var fruits=new Object();

fruits.names='jsjfj';

fruits.numbers='csygf';

console.log(fruits);

//constructor Pattern

function fruit(name,color,length\_)

{

this.name=name;

this.color=color;

this.length\_=length\_;

}

var apple=new fruit('apple','Green',24);

console.log(apple);

function doclick()

{

alert('You Clicked');

}

//you can also do like :

//<div class="container">

//<button onclick="changetext(this)">Click Here</button>

//</div>

//function changetext(id)

//{

//id.innerHTML='you clicked';

//}

//to change the heading when you click

//<div class="header">

// <h1 id="heading">LEARNING JS</hi>

// <p>with manju</p>

//</div>

//<div class="container">

//<button onclick="changetext()">Click Here</button>

//</div>

//Inside the script

function changetext()

{

var heading=document.getElementById('heading');

heading.innerHTML='you clicked';

}

</script>

</body>

</html>