

18<sup>th</sup> Dec 2022

Intercept: action/interaction of a script  
↳ scripting language

II { vent slide

action like click, mouse click, etc. all are events

↳ can be done by JS

most commonly used lang

modern - live script in JS

any platform

lightweight, cross-platform interpreted scripting lang.

↓  
resource required to run JS is less.

↳ line by line code is executed

AngularJS

↳ for heavy work.

SPA

↳ single page app  
react

↳ inline JS

<script> </script>

↳ in head or body or bottom of body element

or

as onoff-attr.

↳ inline JS

extended - JS

↳ <script src="demo.js"> </script>

demo.js

How to check the result?  
(Output)

① Info on HTML element innerHTML

② document.write()

③ alert box window.alert()

④ console. console.log()

⑤ HTML element

document.getElementById(id)

DOM



Primitive int, string, float  
Nonprimitive → user defined data type  
array, object etc

Var, const

Number, string, boolean, undefined, Null  
↓  
no value at all  
undefined  
value

Array, object

array

max

x--

x \* x y power

C++

C programming

++C

C port file

===

~~input~~  
var a = prompt(" ")  
var b = prompt(" ")

ParseInt(a+b)

"sum = " + (a+b)

Behaviour string

or

("sum = ", a+b)

a = Number(a)

b = Number(b)

document.write("<B>")

// → comment



if ( )

else {

}

ternary operator

if true  
 $\frac{a > b}{\text{expressi.}}$  ?  $\frac{\text{"a is good"}}{\text{This (true)}}$  :  $\frac{\text{"b is good"}}{\text{This (false)}}$   
else

Switch

Today's date

```
Var Day = new Date();
```

```
console.log(Day)
```

```
console.log(Day [Day])
```

```
day.getDay()
```

```
day.getMonth()
```

```
day.setDate()
```

Switch (day) {

case 0;

break;

case 1;

break;

→ To finish switch


} ( default : console.log("error") )



function:

calling

↳ predefined  
user-defined

declaration ✓  
function f1(a, b, c) {  
body of fun  
return 

f1(2, 3);  
↳ calling ✓

local & global scoping

var a = "\_\_\_";

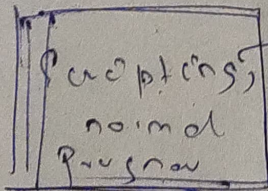
var hello = function () {

var a = "\_\_\_";  
console.log("a + ");

};

hello();

execute operation

↳  capturing  
normal  
program

↳ during runtime  
interpret

↳ giving input to  
comp