

//

CONSOLE

```
//console.log("bismillah")
// console.warn("this warning")
// console.error("this error")
```

// HTML USED JAVASCRIPT

```
// LINK IN JS FILE IN HTML    <script src="index.js"></script>
// USING HTML IN JS FILE      document.write("HTML<br>");
//                             document.write("HTML IS <i>STURCTURE</i> <br>");
/// HTML *****\<button type="button" onclick="myFunction()">Try
it</button>
```

```
// // FUNCTION IN JS FILE
// function myFunction() {
// //     document.getElementById("demo").innerHTML= num1;
// // }
```

//variable

```
//     1.var     2. let     3. const
```

```
// 1*****var
// nospace and no start with with number
// var is over ride if
// var x =12; ///and is not used in quote
```

```
// 2*****let
// nospace and no start with with number
// var is over ride
// var x =12;
// unable to delear variable again
//let x =12;
//let x =13;    ///=-----error
```

```
//but
//let x =12;
// x =13;    ----- in this case they over-write
```

```
// 3*** const
//const x =12;
//const x =13;    ///=-----error
```

```
//but
//const x =12;
// x =13;    ----- also give error
```

```
    // 2*****let
// nospace and no start with with number
// var is over ride
// var x =12;
```

// variable is used one time and can be change any where you wish

// datatype
// below all data type

```
// NUM
// var x = "this id string data type";    -----    string
// var y = 23.1234 //this is number datatype    -----number
// var m = true //-----    --- boolean
// var n = null //-----    null
// var v // undefine-----    -----undefine
// var s = ["html","css","javascript"]; -----    ----- array
// var o = { first  :"mehar",-----    -----object
//          last:"dil"}
//          document.write(o)
```

```

// arithmetic operation
//      + A      - S      *M      ** E      % MOD      ++ INC      -- DEC
// var a = 2;
// var b = 3;

// var d = a - b;
// var f = a**b;
// var h = a%b;
// ++a;
// var c = a + b;
// document.write(c);
// document.write("<br>");
// document.write(d);
// document.write("<br>");
// document.write(f);
// document.write("<br>");
// document.write(h);

```

///// ASSIGNMENT OPERATORS

IF COME WITH EQUAL THEN THIS CALL ASSIGNMENT OPERATOR

=	MEAN X=Y	SAME AS X=Y
+=	x+=y	same x =x+y
-=	x-=y	same x =x-y
=	x=y	same x =x*y
/=	x/=y	same x =x/y
/=	x=y	same x =x**y

addition

```

var x = 12;
var y = 13;
x+= y;
document.write(x);

```

expo

```
var x = 2;
var y = 3;
x**= y;
document.write(x);
```

123456789012345678901

-----comparision operator

x>y and x>=y
x<y and x<=y
x==y x===y(also equal datatye)
!= and !==(also datatpe not equal)

```
var x = 4;
var y = 3;
var z = 2;
console.log(x===y);
```

-----if statement

```
if(x==y)
{
  document.write(z);
}
```

```
if(x===y)
{
  document.write(z);
}
```

-----logical operator

```
if(x==y && x===y) ---- both must be true
if(x==y || x===y) ----- any condition
if !(x===y) ----reverse order answer give
```

```
if (!x == 12)
{
  document.write("hellos sir g"); -----??????????????
}
```

```
var x = 12;
var y = 3;
```

```

var z = 2;
if (x == 12 && z == 2)           //add
{
    document.write("hellos sir g");
}

var x = 12;
var y = 3;
var z = 2;
if (x == 12 || z == 4)          //or
{
    document.write("hellos sir g");
}

var x = 12;
var y = 3;
var z = 2;
if (!(x == 11 ))                // not
{
    document.write("hellos sir g");
}

```

/ - - - - -

if else statement

```

var m1 = 12;

if (m1<11)
{
    document.write("good work");
}
else if (m1 >= 11 && m1 <= 14)
{
    document.write("better work");
}
else if (m1 >= 14 && m1 <= 20)
{

```

```
    document.write(" fail work ");
}
else
{
    document.write("not do work ");
}
```

/// conditional ternary operator ad
cancatitionation

/ (condition)? true : false
 mostly used for only one condition

```
var w =12;
var v;
f = "mehardil " + (w >= 12? v ="true": v = "false");
document.write(f);
```

// switch statement

```
average = 12;
```

```
switch (average) {
    case 12:
        document.write("good ");
        break;
    case 1:
        document.write("better ");
        break;
    case 1:
        document.write("fail");
        break;

    default:
        document.write("not good value");
}
```

```
    break;
}
```

-----switch with condition-----

```
var av = 11;

switch (true) {
    case (av <= 12):
        document.write("small ");
        break;

    case (av > 12 && av <= 20 ):
        document.write("better ");
        break;

    case (av > 20 && av <= 30 ):
        document.write("good");
        break;

    default:
        document.write("not good value");
        break;
}
```

-----alert box-----

```
var x = 12;
var y = 3;
var z = 2;    //// only give ok option
if(x >= y){
    alert("value of a y :" + y);
}
```

```
var x = 12;
var y = 3;
var z = 2;
if(x >= y){
    confirm("value of a y :" + y); //-----ok and cancel
}
```

-----prompt with switch and without

```
var y = 3;
var z = 2;
```

```

if(x >= y){
  av =prompt("value of a y :" + y);
  alert("asdfg") //-----ok and cancel
}
switch (true) {
  case (av <= 12):
    document.write("small ");
    break;

    case (av > 12 && av <= 20 ):
      document.write("better ");
      break;

      case (av > 20 && av <= 30 ):
        document.write("good");
        break;

        default:
          document.write("not good value");
          break;
}

```

//-----function

```

function meh()
{
  document.write("hello");
  document.write("<br>");
  document.write("mehardil");
}

```

```

meh();
meh();

```

with parameter and also given default value in function if no value than print default value

```

var x = 12;
var y = 3;
var z = 2;
function meh(a ="enter vlue1",b = "enter vlue2" )
{ document.write("over value is " + (a+b) );
  document.write("hello");
  document.write("<br>");
}

```



```

----- event --- event used to call function
. function run when event call
click -----key press
double click -----key up
right ckick -----load
mouse hover -----resize
mouse out -----scroll
mouse down
mouse up

function hell(){
  var w = "yahoo baba";
  document.write(w);
}
-----html ----- we only call function in button not outside
-----the button in node js file.
<html >
<head>
  <title>Document</title>
  <script src="index.js">

  </script>

</head>
<body>

  <button onmouseenter="hell()">click me</button>
</body>

</html>

/-----loop ---one statement repeat many time
loop----- (3 part ) 1.initialization 2.condition 3. inc & dec

while
do/while
for
for/in -----used for object

```

```

foreach    -----used for array
-----while

var a=4;          -----initialization
while(a <= 10){    ----condition
    document.write("hello g <br>");
    a = a+ 1;      -----inc and dec
}

-----dowhile    first time no condition check run

var a=4;          // -----initialization
do{              //----condition
    document.write("<ul>hello g <br></ul>");
    a = a+ 1;      //-----inc and dec
}
while(a <= 10)

-----for    first time no condition check run

for(var a= 2;a <= 10; a++)
{
    document.write(a +"hello g <br>");
}

for(var a= 1;a <= 100; a = a+10)    //check this 1
{  for(var b= a; b < a+ 10; b++)    // check 11
    {
        document.write(b);
    }
document.write("<br>");
}

for(var a= 5;a >= 1; a--)    //check this 1
{  for(var b=5; b <= a ; b--)    // check 11
    {
        document.write(a);
    }
document.write("<br>");
}

```