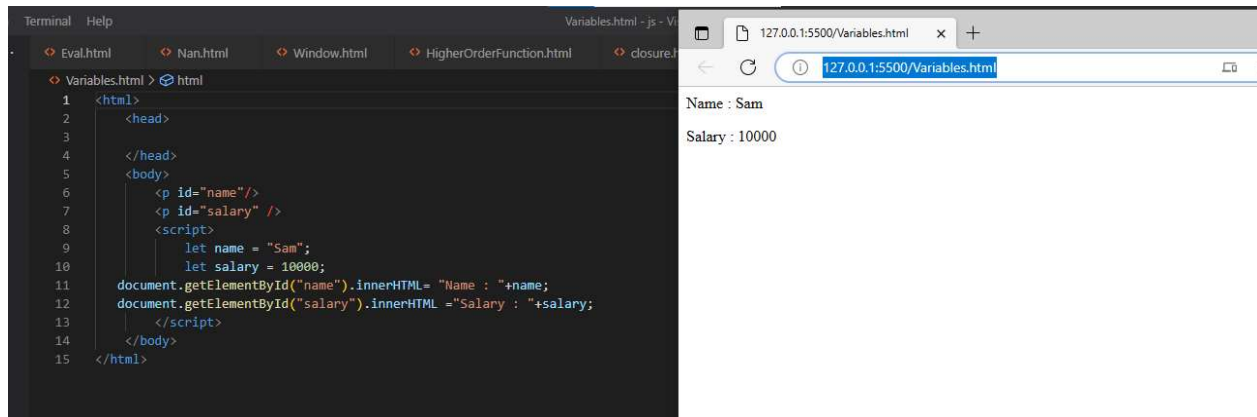


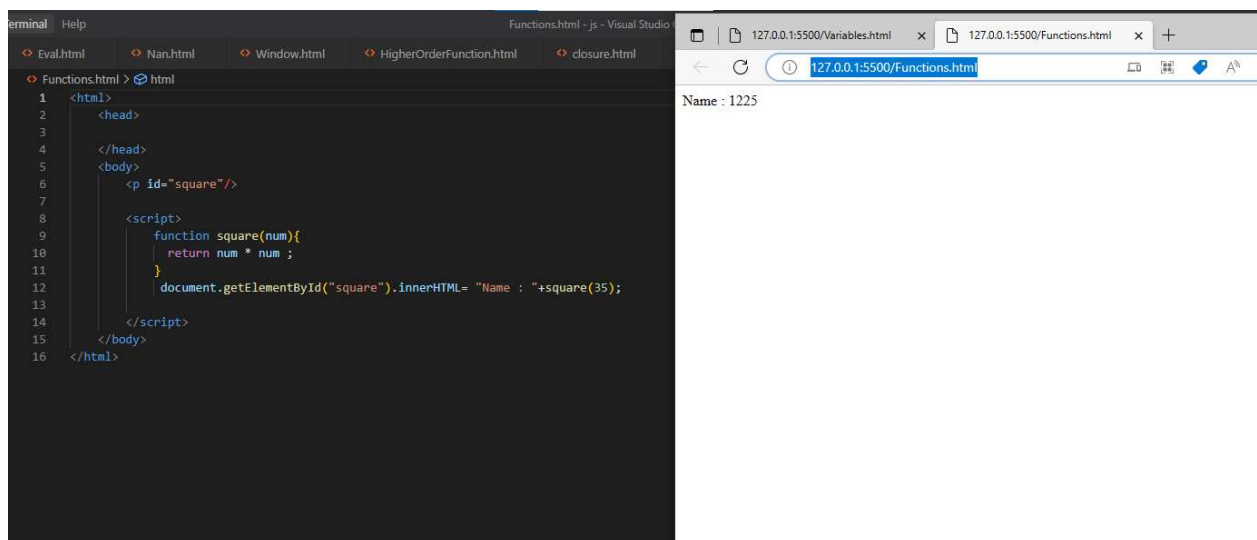
JavaScript Variables



The screenshot shows a web browser window with the address `127.0.0.1:5500/Variables.html`. The browser displays the output of the JavaScript code: `Name : Sam` and `Salary : 10000`. The code editor on the left shows the following HTML and JavaScript code:

```
1 <html>
2   <head>
3   </head>
4   <body>
5     <p id="name"/>
6     <p id="salary" />
7     <script>
8       let name = "Sam";
9       let salary = 10000;
10      document.getElementById("name").innerHTML= "Name : "+name;
11      document.getElementById("salary").innerHTML = "Salary : "+salary;
12    </script>
13  </body>
14 </html>
```

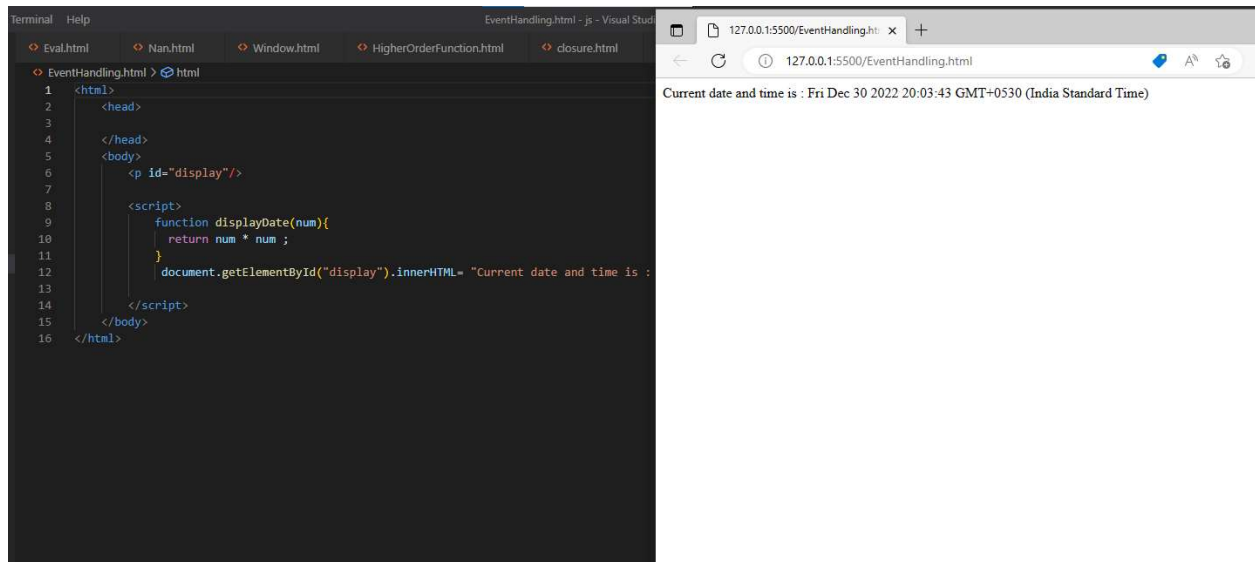
Functions



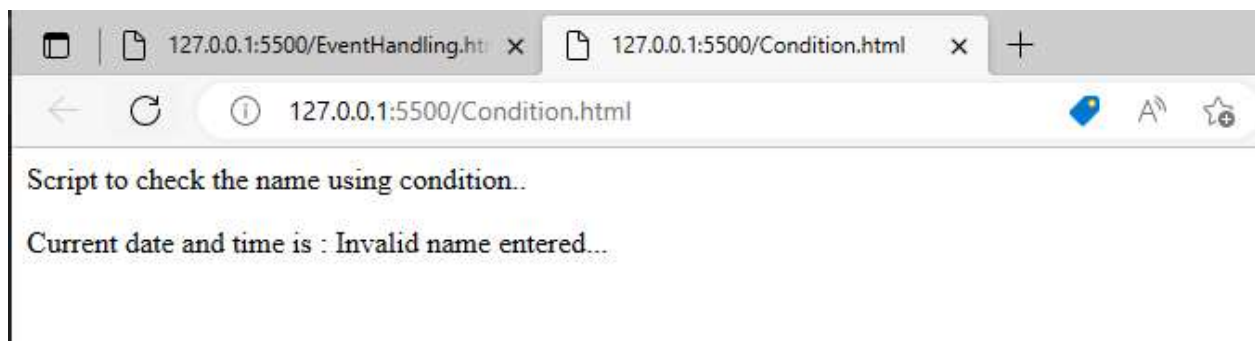
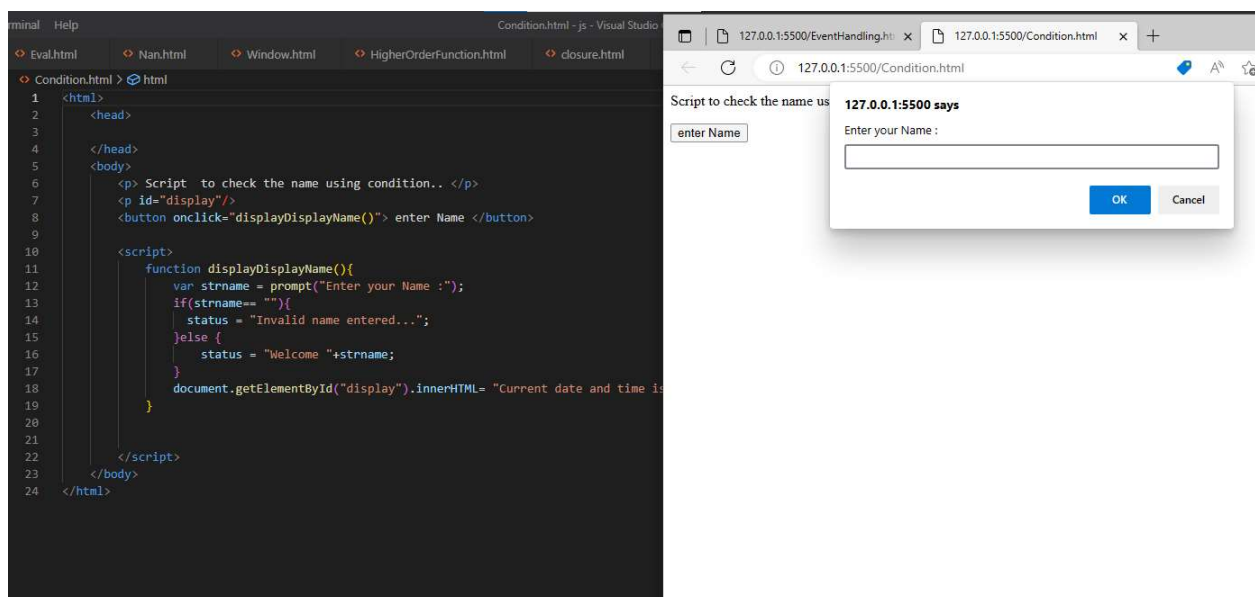
The screenshot shows a web browser window with the address `127.0.0.1:5500/Functions.html`. The browser displays the output of the JavaScript code: `Name : 1225`. The code editor on the left shows the following HTML and JavaScript code:

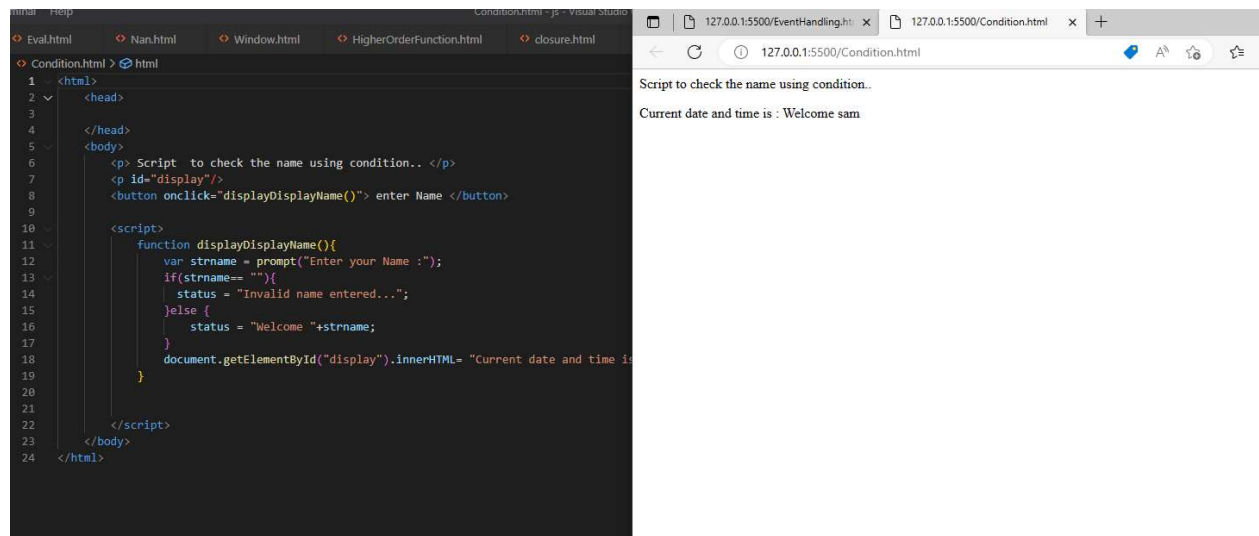
```
1 <html>
2   <head>
3   </head>
4   <body>
5     <p id="square"/>
6     <script>
7       function square(num){
8         return num * num ;
9       }
10      document.getElementById("square").innerHTML= "Name : "+square(35);
11    </script>
12  </body>
13 </html>
```

EventHandling

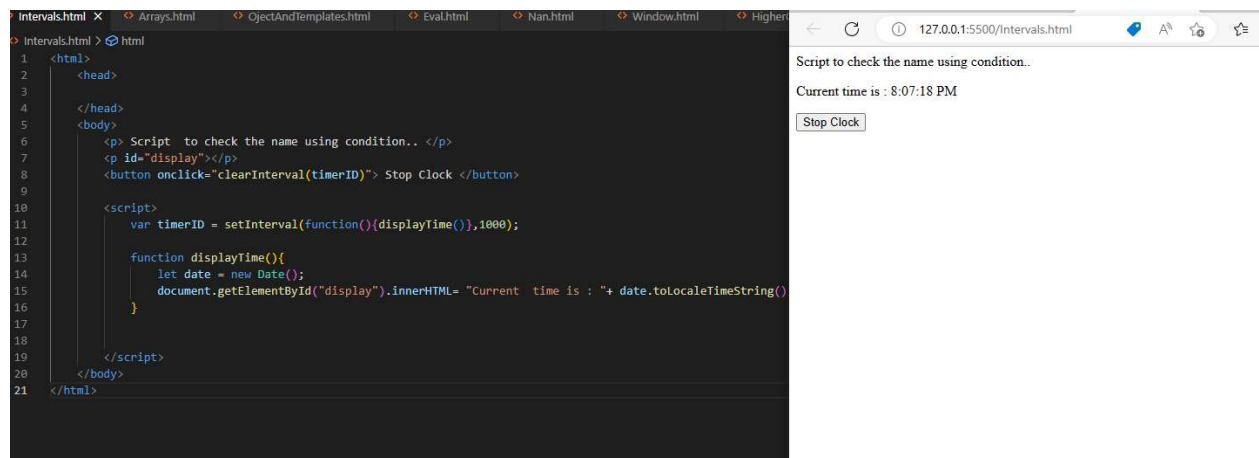


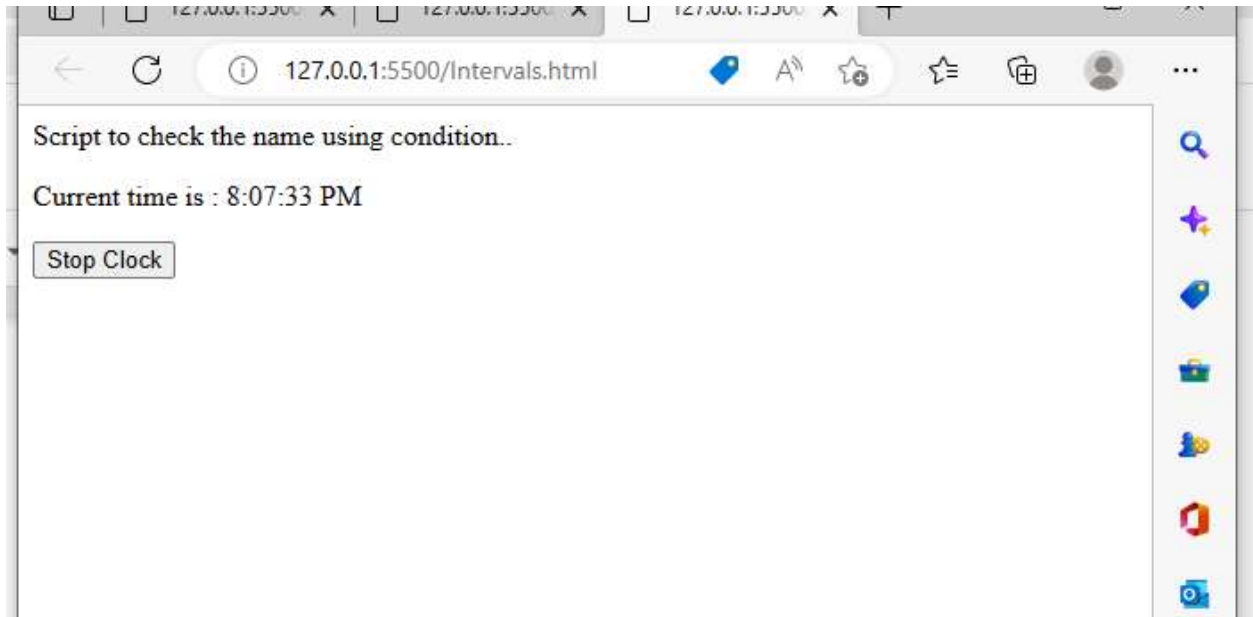
Condition:



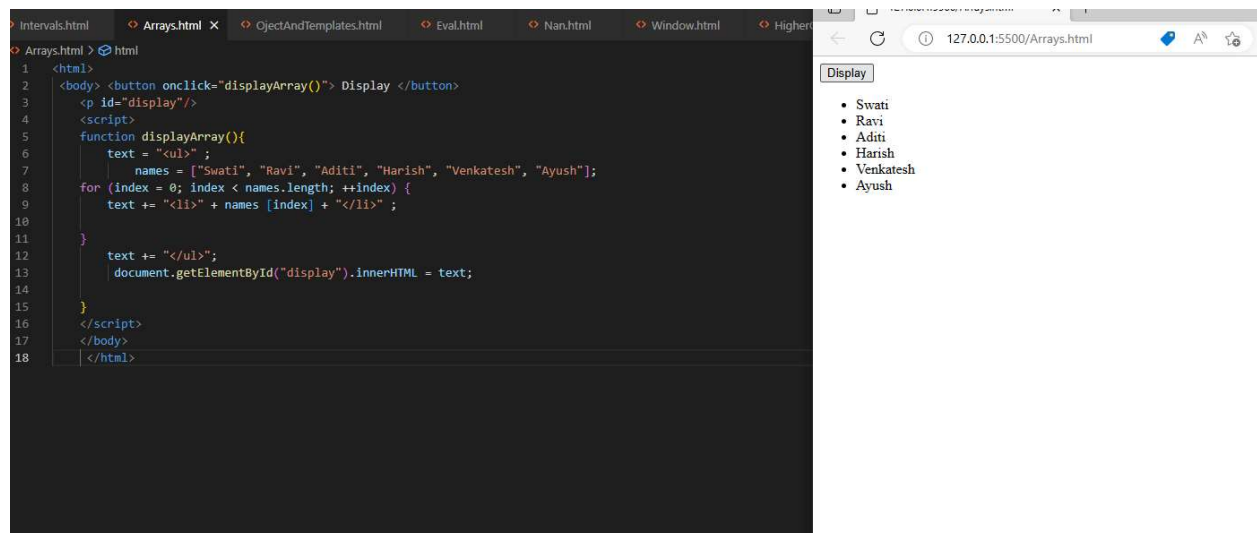


Interval

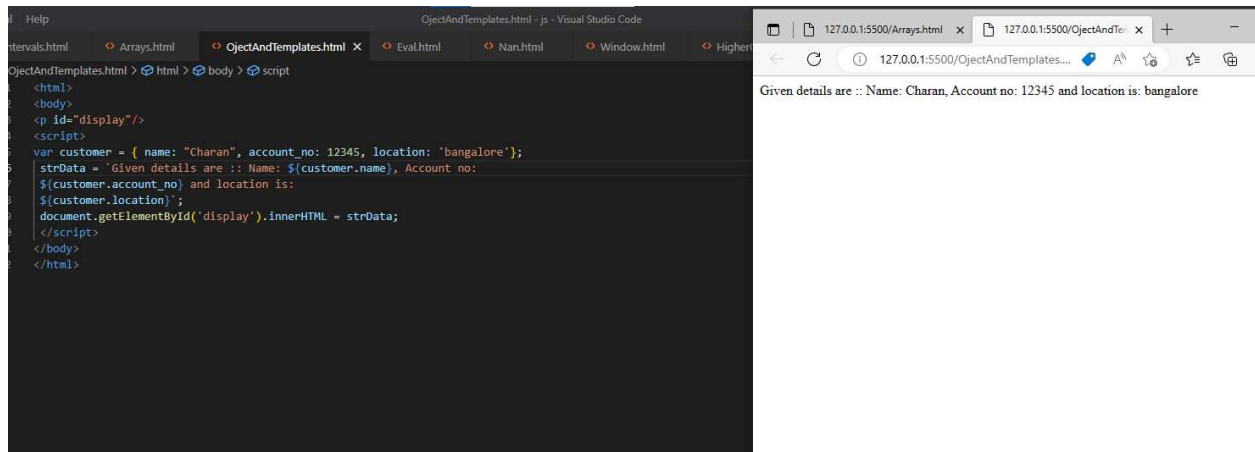




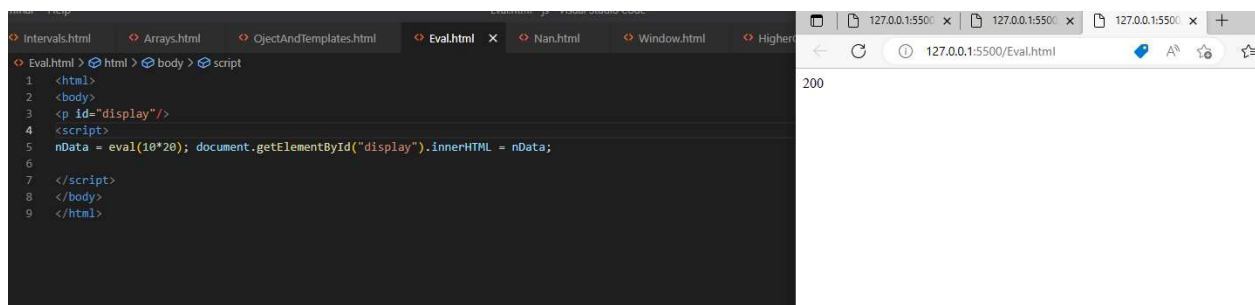
Arrays:



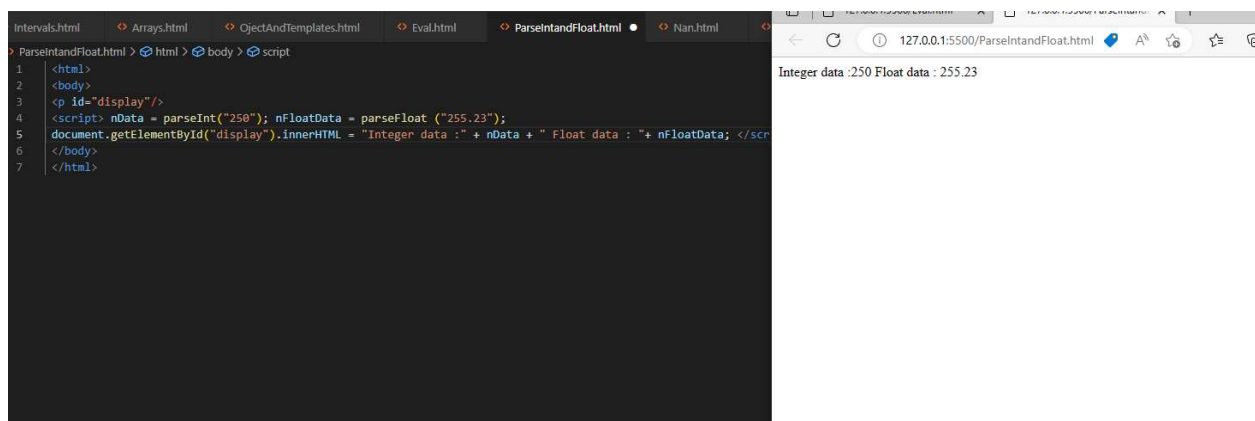
Objects and Templates \\\



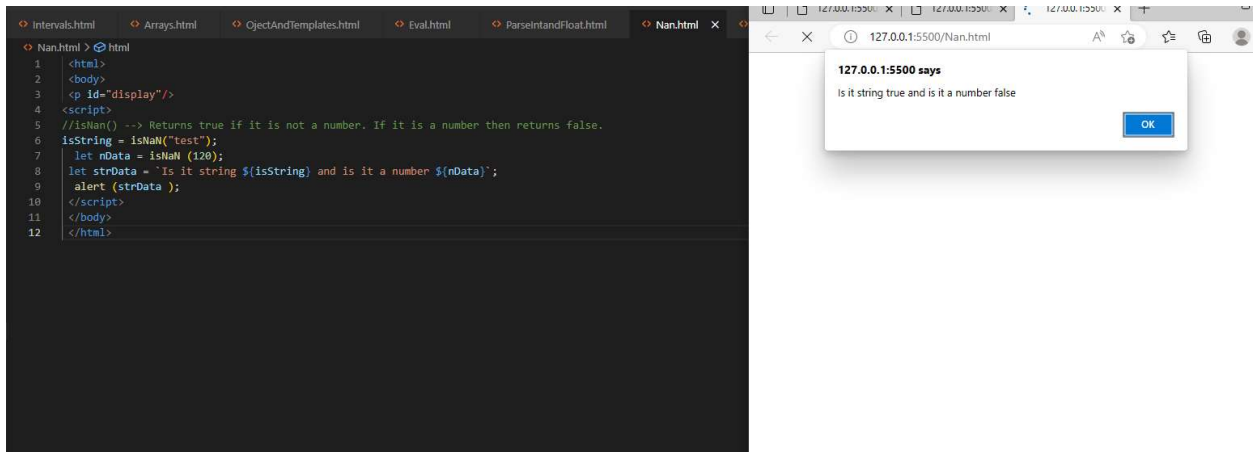
Eval:



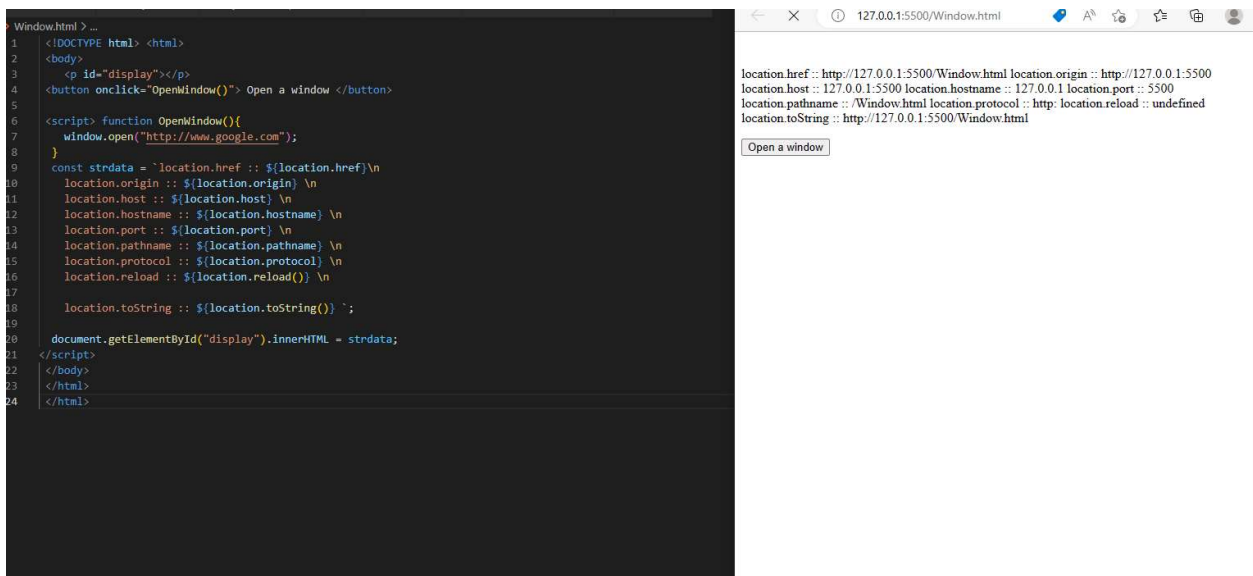
ParseInt and ParseFloat



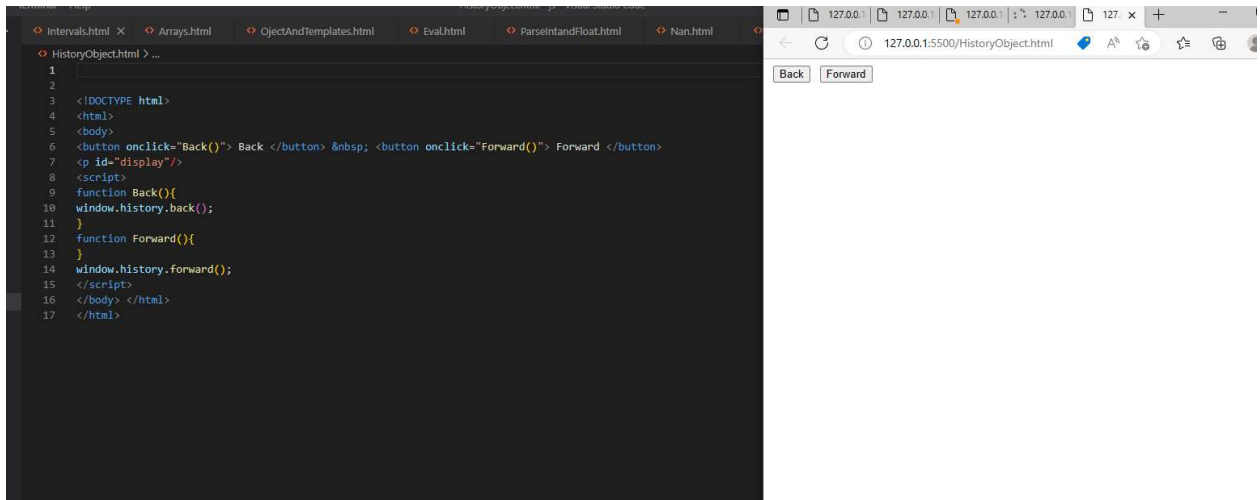
isNaN



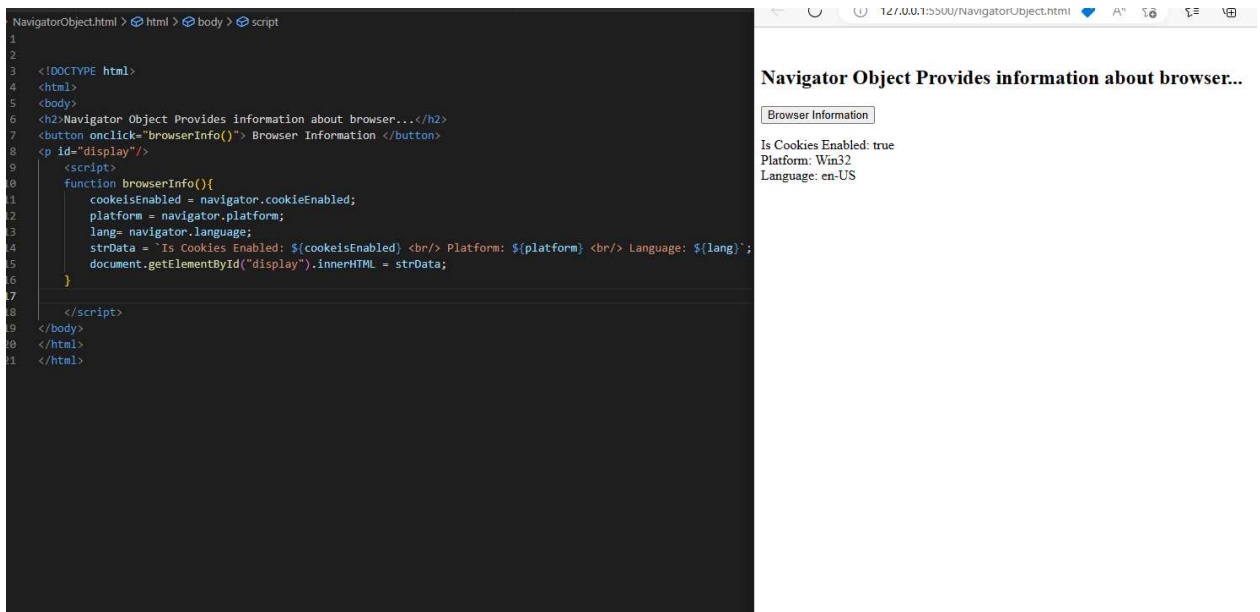
Window Object



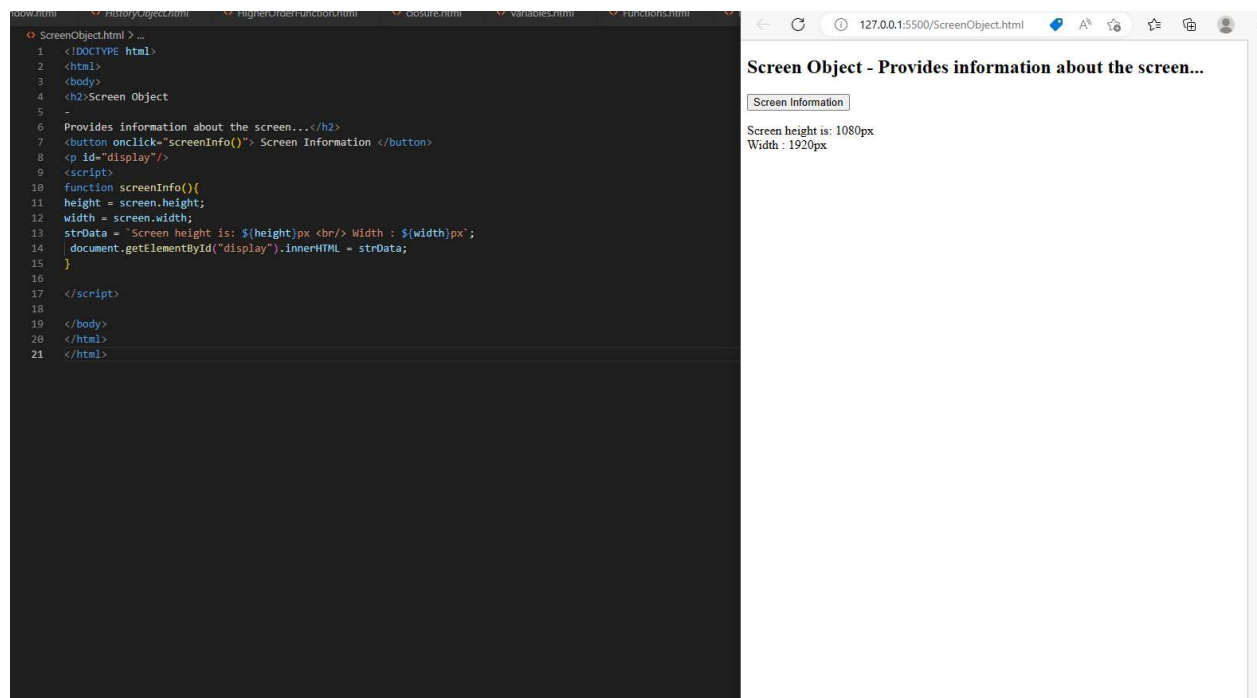
History Object



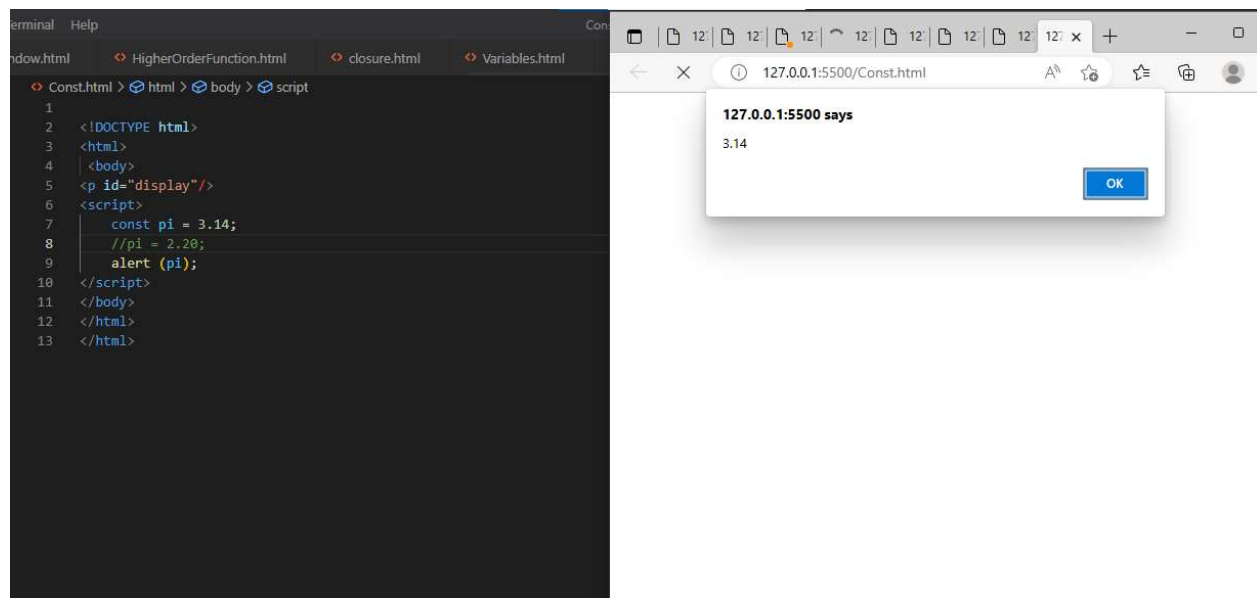
Navigator Object



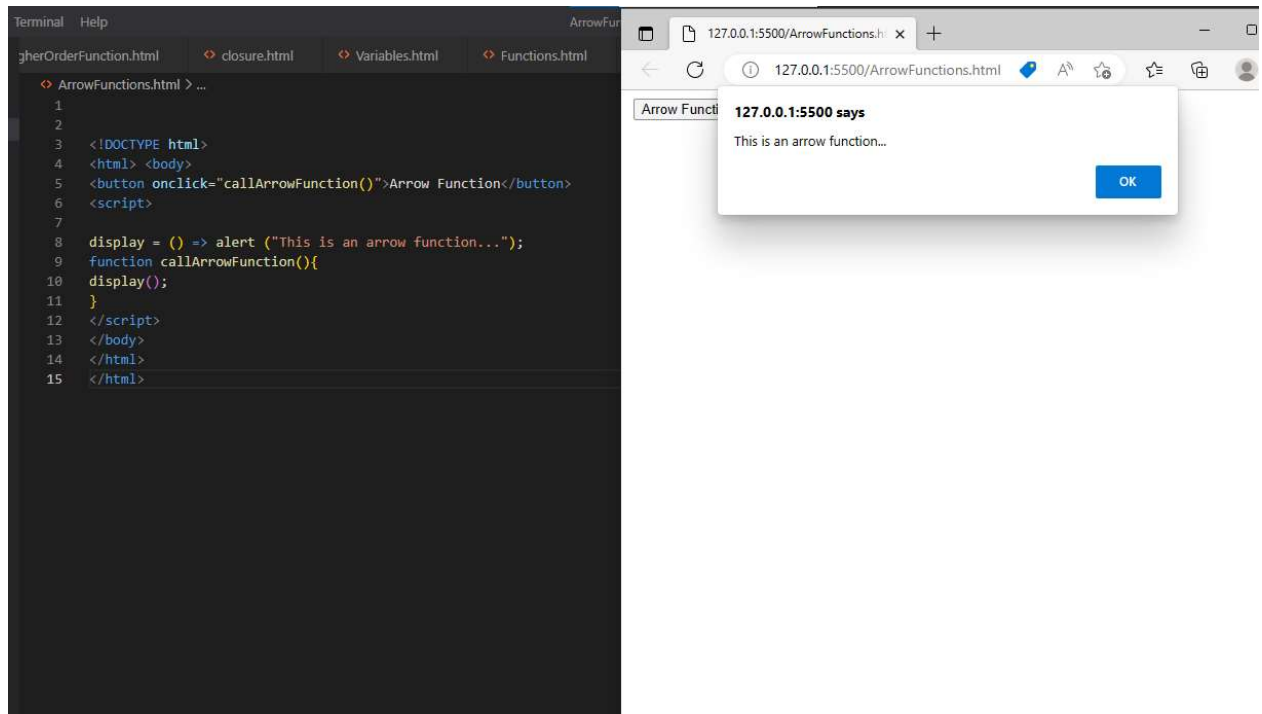
Screen Object



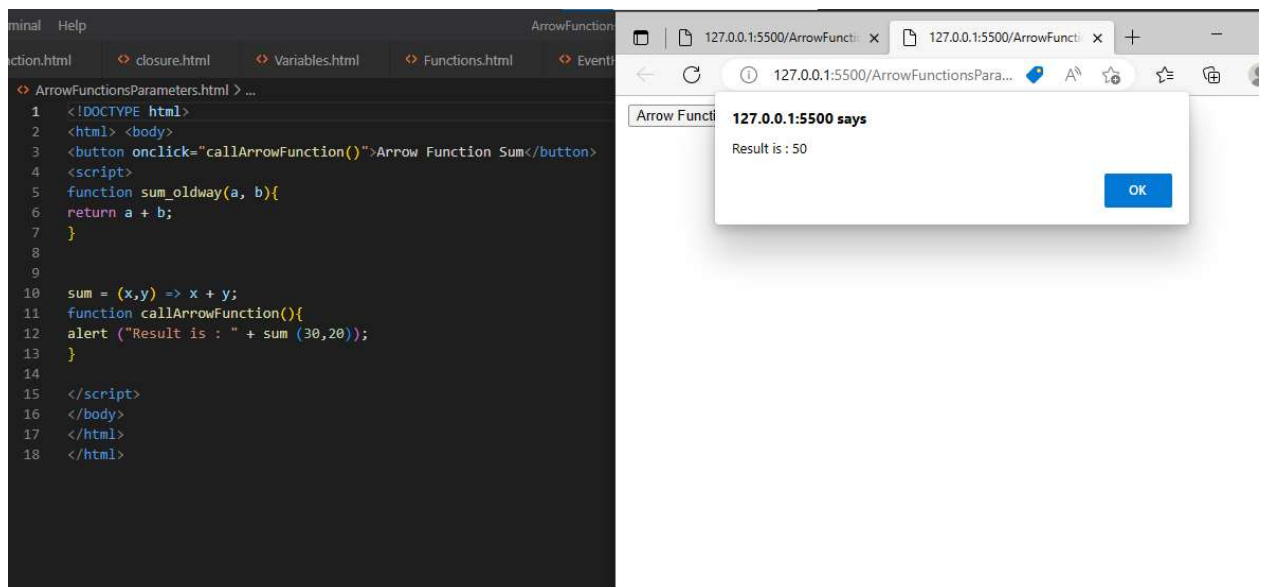
Const



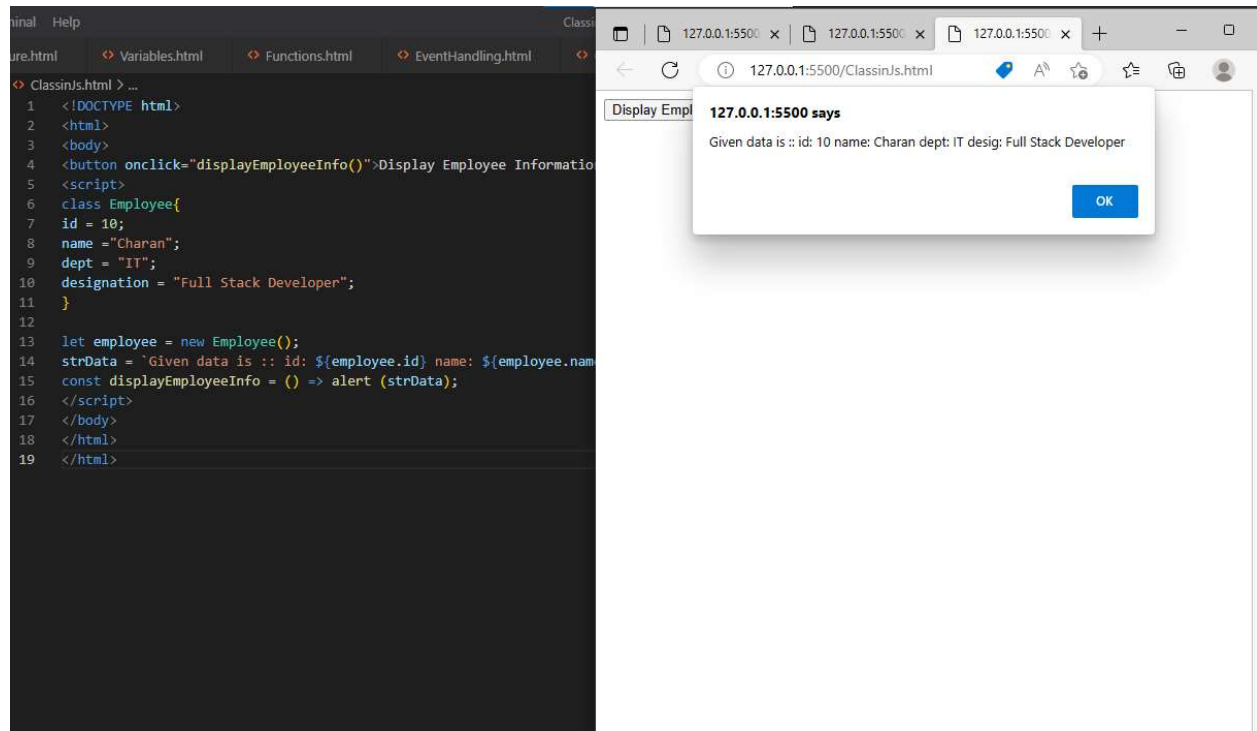
Arrow Functions



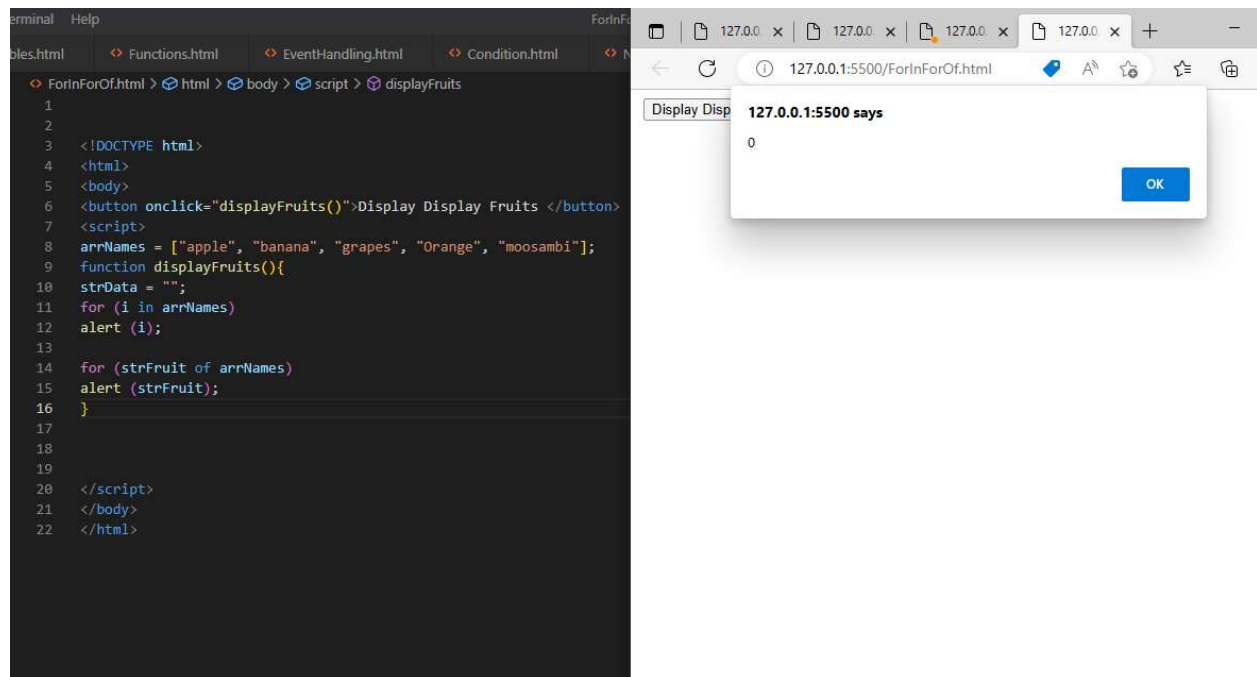
Arrow Function with parameters

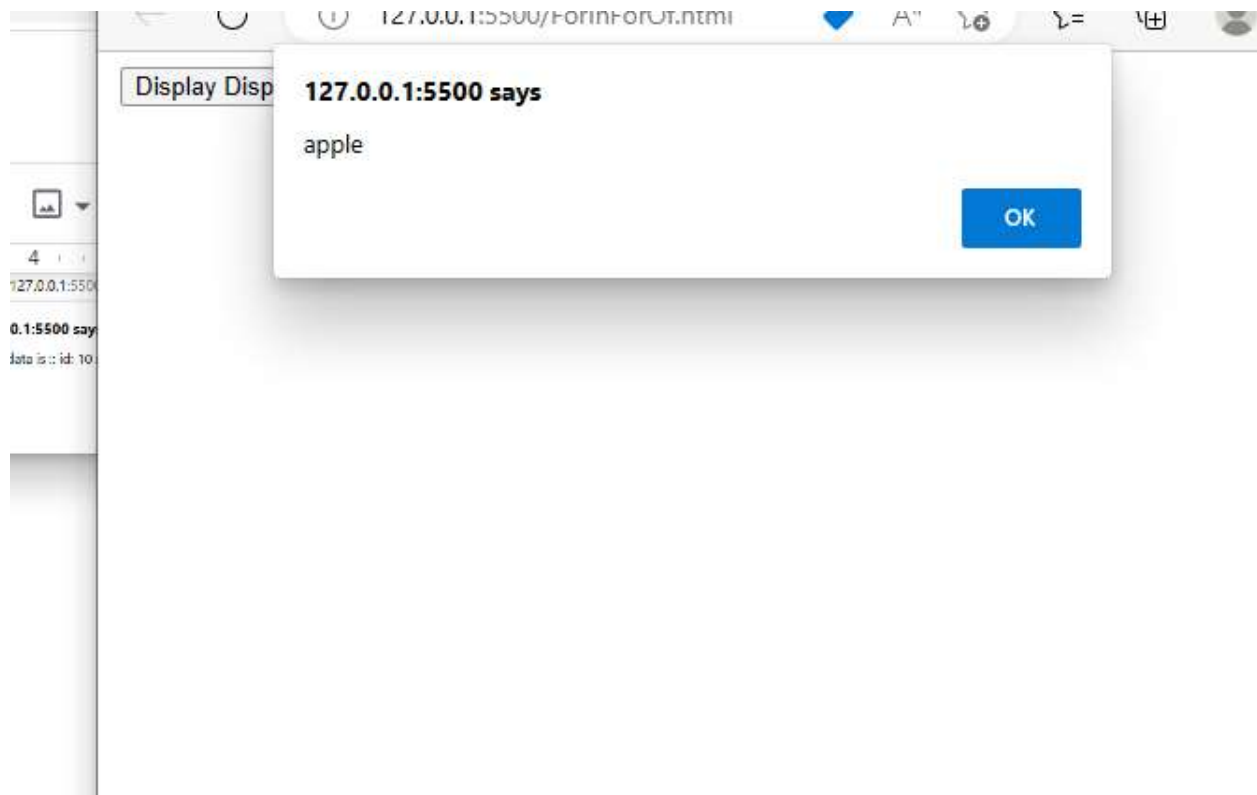


Classes in JS

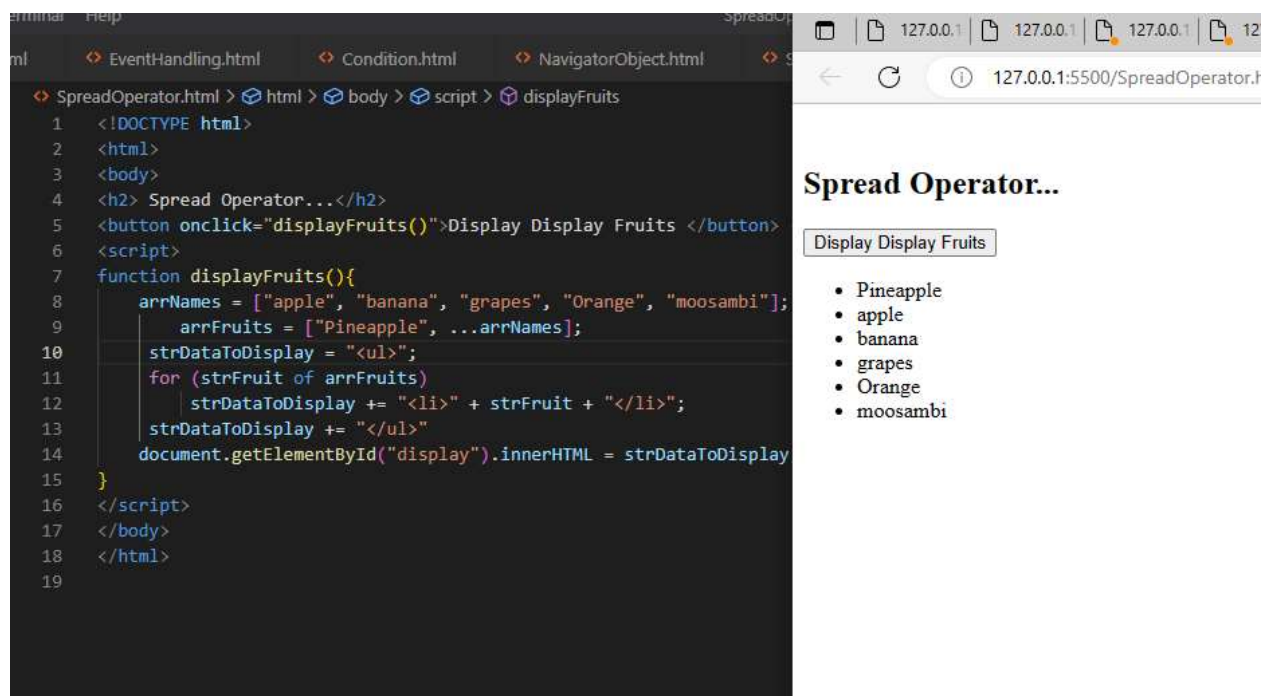


For .. in for .. on

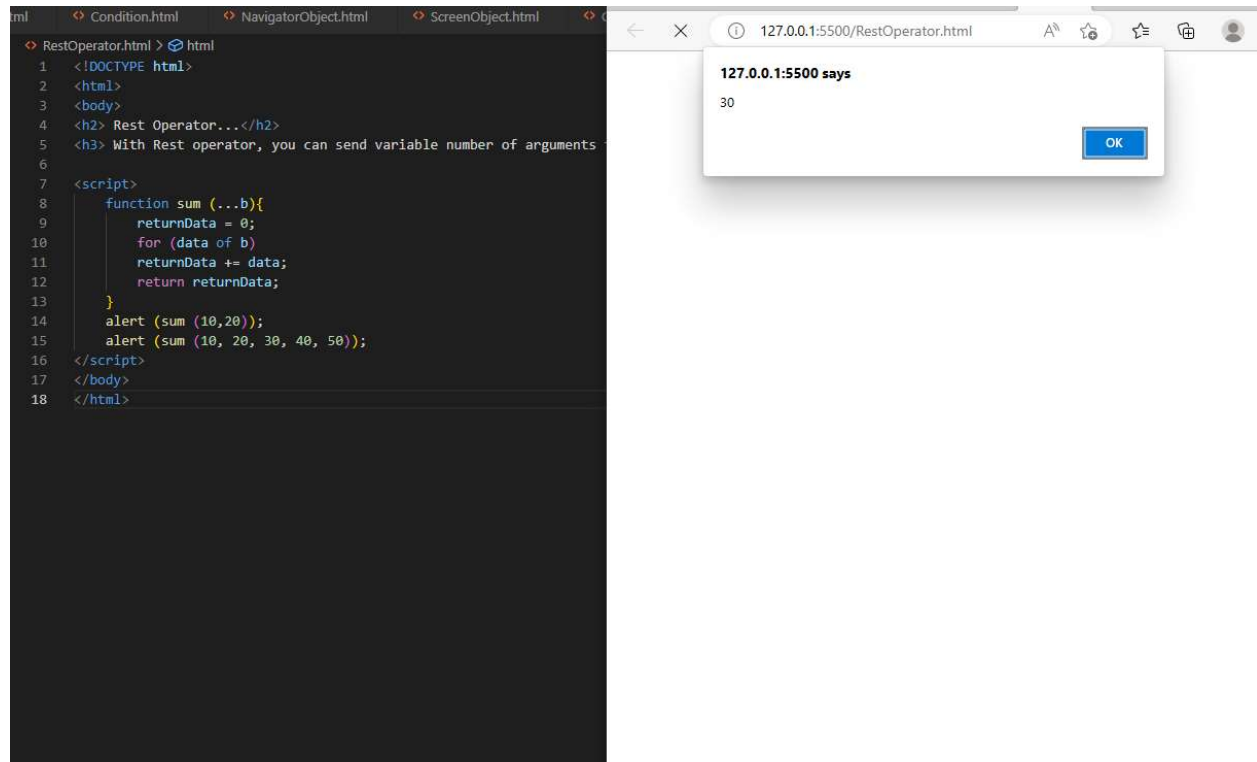


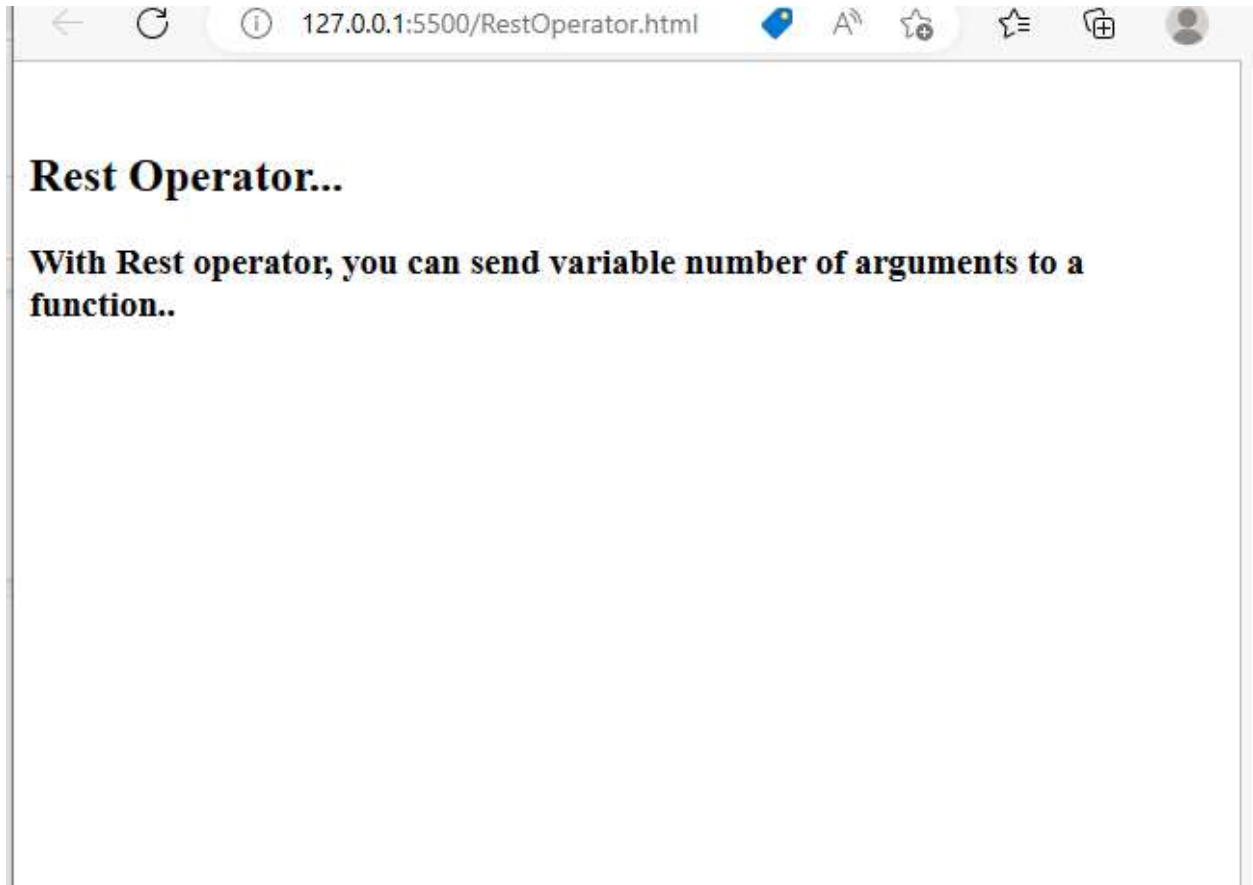


Spread Operator

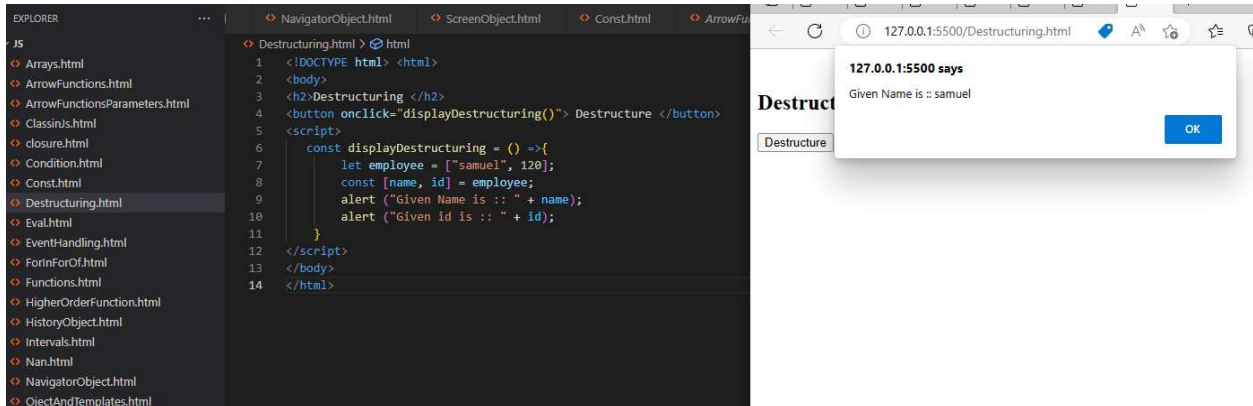


RestOperator

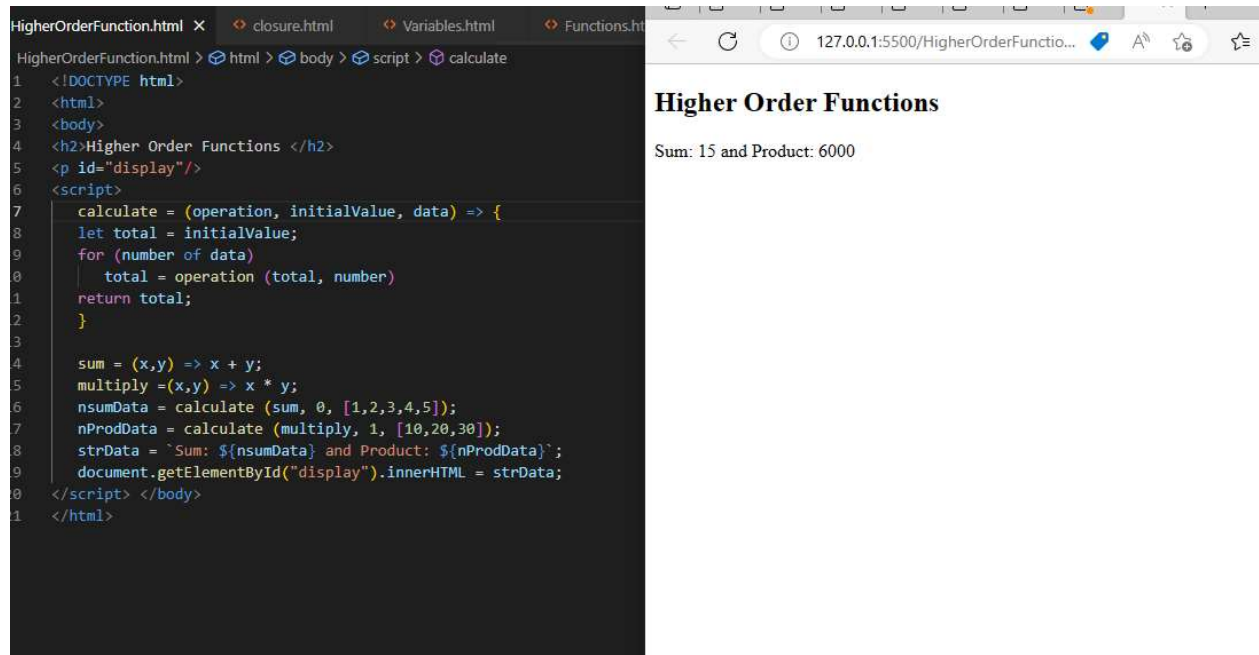




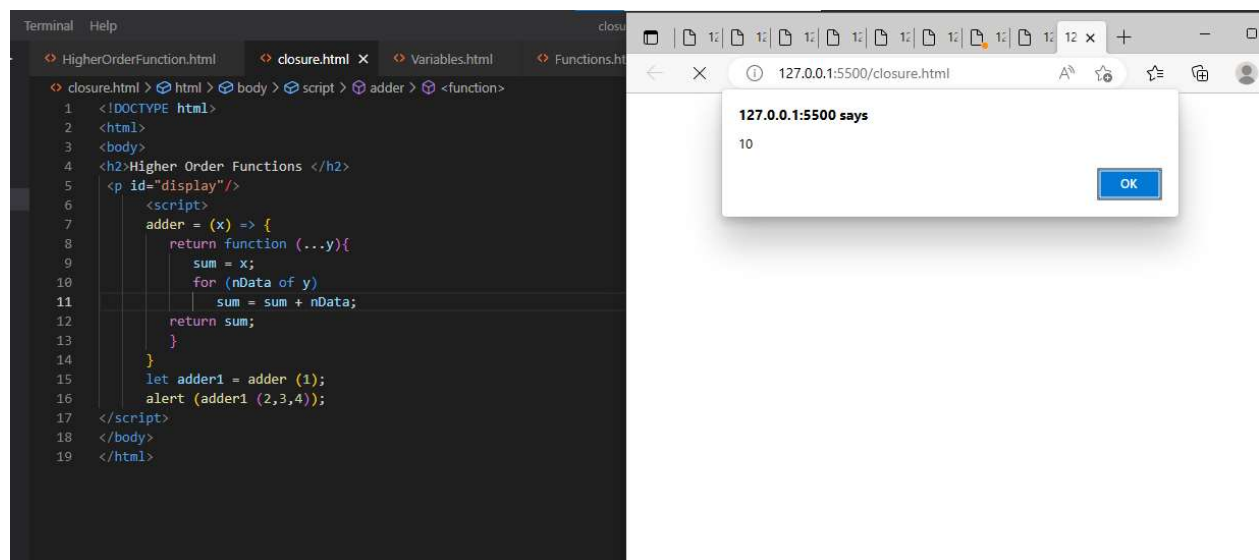
Destructuring



Higher order Functions



Closure



Basic events

HigherOrderFunction.htmlclosure.htmlClickEvent.html XVariables.htmlFunctions.html

ClickEvent.html > html > body#body > script

```
1 <html>
2 <head> Javascript Events </head>
3 <body id="body" onload="document.getElementById('body').style.background='teal'">
4 <script language="Javascript" type="text/Javascript">
5
6     <!--
7     function clickevent()
8     {
9         document.getElementById("output").style.background=" red";
10        document.getElementById("output").innerHTML = " This is Click event handler ";
11    }
12
13    function doubleclickevent()
14    {
15        document.getElementById("output").style.background=" aqua";
16        document.getElementById("output").innerHTML = " This is Click event handler ";
17    }
18
19    function mouseoverevent()
20    {
21        document.getElementById("para").style.background=" aqua";
22    }
23
24    function focusevent()
25    {
26        document.getElementById("input1").style.background=" aqua";
27    }
28
29    function keydownevent()
30    {
31        document.getElementById("input1");
32        alert("Pressed down event ");
33    }
34
35    function keyupevent()
36    {
37        document.getElementById("input1");
38        alert("Pressed up event ");
39    }
40
41    function onchangeevent()
42    {
43        document.getElementById("input1");
44        alert("Change up event ");
45    }
46
47    function onblur(event)
```

Javascript Events

Enter something here

Keep cursor over me

Enter something here

This is Click event handler