

💻 Day 10 of 60 | #100DaysOfCode Challenge 💻

❤️ JavaScript Learning Journey Continues!

Today I explored **Number and Math Methods** in JavaScript — essential tools for calculations, data formatting, random numbers, and numeric validation. 📊 ⚙️

❖ Focus of the Day:

- Formatting numbers using `toFixed()`, `toPrecision()`, and `toString()`
- Converting strings to numbers using `Number()`, `parseInt()`, `parseFloat()`
- Using Math methods like `round()`, `floor()`, `ceil()`, `abs()`, `pow()`, `sqrt()`
- Generating random numbers with `Math.random()`

🔍 What I Learned:

- JavaScript provides powerful built-in methods to work with numbers efficiently
- `Math.random()` can create everything from game logic to OTP generators
- `toFixed()` is great for decimals, especially in money-related apps
- `parseInt()` and `parseFloat()` help convert user inputs into usable numeric data

💬 Reflection:

Day 10 completed!

Today's lesson made JavaScript feel more practical — these math and number tools are used everywhere in real-world applications.

From forms to calculations to UI formatting, numbers play a huge role in programming! 💪

🎯 Next Target (Day 11):

➡ Dive into **Type Conversion** — learning how JavaScript automatically and manually converts data types.

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