100 JavaScript Problems for Beginners

Basics & Printing (1-10)

- 1. Print your name in the console.
- 2. Print numbers from 1 to 10.
- 3. Print your favorite quote.
- 4. Print the sum of 2 numbers.
- 5. Print multiplication of 3 numbers.
- 6. Print 'Hello, JavaScript!' five times.
- 7. Print your name and age using variables.
- 8. Print the remainder of 25 divided by 4.
- 9. Print whether a number is positive.
- 10. Print a sentence with template literals.

Variables & Data Types (11–20)

- 11. Declare variables with var, let, and const.
- 12. Store your age in a variable and print it.
- 13. Swap values of two variables.
- 14. Store your name and city, print with template literals.
- 15. Check the type of a variable using typeof.
- 16. Convert a string '25' to a number.
- 17. Convert a number 100 to a string.
- 18. Store a boolean value and print it.
- 19. Create an object with name, age, and country.
- 20. Access values from that object.

Operators (21-30)

- 21. Add, subtract, multiply, divide two numbers.
- 22. Use modulus operator with any number.
- 23. Check if 10 is greater than 5.
- 24. Check if 15 is less than 10.
- 25. Check if 5 is equal to '5' using ==.
- 26. Check if 5 is equal to '5' using ===.
- 27. Use && operator with two conditions.
- 28. Use || operator with two conditions.
- 29. Use! (NOT) operator with a boolean.
- 30. Increment and decrement a variable.

Conditional Statements (31-40)

- 31. Check if a number is positive, negative, or zero.
- 32. Check if a number is even or odd.
- 33. Check if you are eligible to vote (age \geq 18).
- 34. Find the greatest of 2 numbers.
- 35. Find the greatest of 3 numbers.
- 36. Check if a number is divisible by 5.
- 37. Check if a year is a leap year.
- 38. Print grades (A, B, C, F) based on score.

- 39. Check if a character is a vowel or consonant.
- 40. Use switch to print the day of the week.

Loops (41-50)

- 41. Print numbers from 1 to 20 using a loop.
- 42. Print even numbers from 1 to 20.
- 43. Print odd numbers from 1 to 20.
- 44. Print multiplication table of 5.
- 45. Print multiplication table of any number (user input).
- 46. Find the sum of numbers 1 to 10.
- 47. Find factorial of 5.
- 48. Print numbers from 10 down to 1.
- 49. Print squares of numbers 1 to 10.
- 50. Print Fibonacci series up to 10 terms.

Arrays (51-60)

- 51. Create an array of 5 fruits.
- 52. Print the first and last element of an array.
- 53. Find the length of an array.
- 54. Add a new element to an array.
- 55. Remove the last element of an array.
- 56. Remove the first element of an array.
- 57. Use for loop to print all array elements.
- 58. Find the largest number in an array.
- 59. Find the smallest number in an array.
- 60. Reverse an array.

Strings (61-70)

- 61. Store your full name and print it.
- 62. Find the length of a string.
- 63. Convert a string to uppercase.
- 64. Convert a string to lowercase.
- 65. Extract first 5 characters from a string.
- 66. Extract last 3 characters from a string.
- 67. Check if a word exists in a string.
- 68. Replace 'bad' with 'good' in a string.
- 69. Split a string into words.
- 70. Join an array of words into a string.

Functions (71–80)

- 71. Write a function to print 'Hello World'.
- 72. Function to add two numbers.
- 73. Function to check even or odd.
- 74. Function to find the square of a number.
- 75. Function to return the largest of two numbers.
- 76. Function to return the factorial of a number.
- 77. Function to reverse a string.
- 78. Function to check if a word is palindrome.
- 79. Function to return sum of an array.

Objects & JSON (81-90)

- 81. Create an object person with name, age, city.
- 82. Print all properties of an object.
- 83. Add a new property to an object.
- 84. Delete a property from an object.
- 85. Check if a property exists in an object.
- 86. Loop through an object using for...in.
- 87. Convert an object to JSON string.
- 88. Convert JSON string back to object.
- 89. Create an array of objects and print them.
- 90. Find an object by property value in an array.

Miscellaneous (91-100)

- 91. Generate a random number between 1 and 10.
- 92. Generate a random number between 50 and 100.
- 93. Use Math.max and Math.min on an array.
- 94. Use Math.floor, Math.ceil, and Math.round.
- 95. Get the current date using Date().
- 96. Get the current year, month, and day.
- 97. Create a digital clock that updates every second.
- 98. Write a simple calculator (add, sub, mul, div).
- 99. Create a guessing game (user guesses number).
- 100. Print 'Game Over' after 5 guesses.