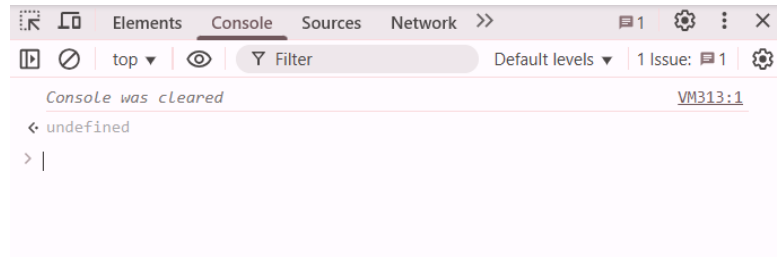


Lab 2: JavaScript Fundamentals

Task 1: Launching the Console

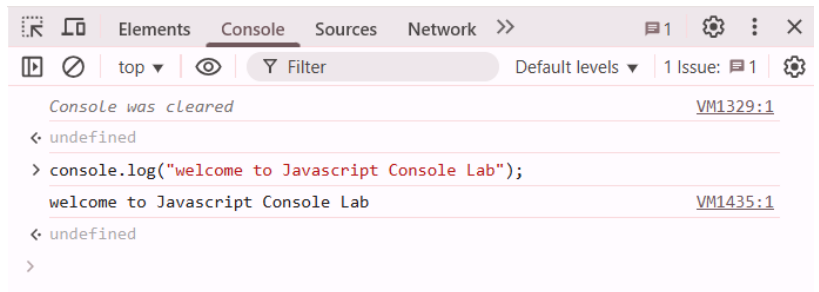
1. Open Chrome and press Ctrl+T (Windows) or Cmd+T (Mac) for a new tab.
2. Right-click → Inspect.
3. Go to the Console tab.
4. Type the following command to clear the console:

```
console.clear();
```

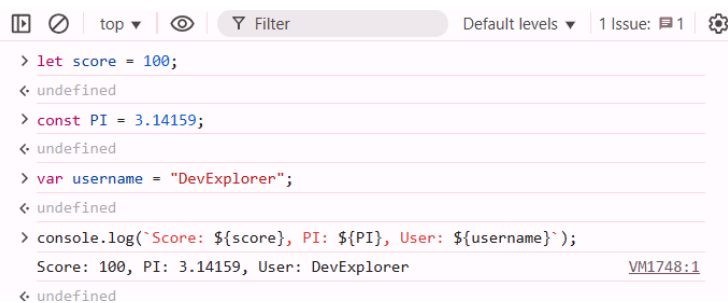


Task 2: Basic JavaScript

1. Welcome message `console.log("Welcome to JavaScript Console Lab!")`



2. Dynamic Variables



3. Arrow Functions Find circle Area:
Functions Find circle Area

```
const circleArea = (radius) => Math.PI * radius ** 2;  
undefined  
console.log("Area of circle (r=5):", circleArea(5));  
Area of circle (r=5): 78.53981633974483  
undefined
```

Lab 2: JavaScript Fundamentals

Task 3: Logic & Control Flow

1. Conditional Checks

```
Elements Console Sources Network >>
top Filter Default levels 1 Issue: 1
> let userAge = prompt("How old are you?");
< undefined
> if (userAge >= 18) console.log(" Access granted!");
  else console.log("✗ Sorry, adults only.");
✗ Sorry, adults only. VM1804:2
< undefined
```

2. Switch-Case

```
> let dayNum = parseInt(prompt("Enter a number (1-7):"));
< undefined
> switch (dayNum) {
  case 1: console.log("Sunday "); break;
  case 2: console.log("Monday "); break;
  default: console.log("Invalid input!");
}
Invalid input!
< undefined
> |
```

3. Loops

```
> for (let i = 2; i <= 10; i += 2) {
  console.log(`Even number: ${i}`);
}
Even number: 2 VM1832:2
Even number: 4 VM1832:2
Even number: 6 VM1832:2
Even number: 8 VM1832:2
Even number: 10 VM1832:2
< undefined
```

Task 4: Collections

1. Arrays

```
> let fruits = ["Apple", "Banana", "Orange"];
< undefined
> fruits.push("Grapes");
4
> console.log("Second fruit:", fruits[1]);
Second fruit: Banana
< undefined
```

2. Maps

```
Elements Console Sources Network >>
top Filter Default levels 1 Issue: 1
>
let userSettings = new Map();
< undefined
> userSettings.set("theme", "dark");
Map(1) {'theme' => 'dark'}
> console.log("Current theme:", userSettings.get("theme"));
Current theme: dark VM1872:1
< undefined
```