

3/5/24 D-3
Common features in all Languages:

* mostly used

- ① Variables
- ② Data-types
- ③ Operators
- ④ Control Structures
- ⑤ Functions

① Variables: Variables is a memory block or container which are used to store the values & manipulate the values.

Ex: $\text{int } a = 10;$
 ↓ ↓ ↑
 Datatype Variablename operator data

* In that we have Global variables & Local variables

* Global variables access in whole web page

* Local variables access inside the block.

② Data-types: It defines which type of data we store.

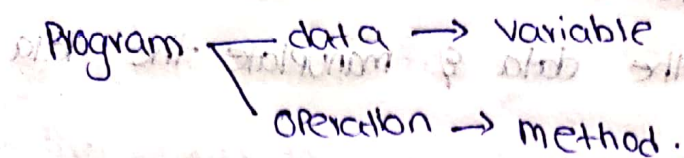
1) Integer → integer type of data | Ex: $\text{int } a = 10;$

2) double → Decimal type of data | Ex: $\text{double } b = 2.2;$

3) boolean → Boolean type of data like true or false | Ex: $\text{boolean } c = \text{true};$

4) String → Text type of data combination of characters | Ex: $\text{String } d = \text{"Sai"};$

③ Operators: It is nothing but an operation given to the Program by using data & operation.



Ex: $10 + 10$
 $\swarrow \quad \searrow$
 data operator

* Data will store in variables

* operation will store in method.



* Program is the combination of variables & method

④ Control Structures: Control the statements using

i. conditional statements: It gives the condition by using if else block

* if condition will satisfy when condition get true.

* else condition will satisfy if when condition get false.

ii. loops: continuous iteration until condition get false.

```

int a=10
for (int a=1; a<5; a++) {
    console.log("Sai");
}
    
```

Ex: Sai
Sai
Sai
Sai

⑤ functions: Re useable code.

It is a block which is used to perform operation

i. Declare the function \rightarrow function fname() { //logic }

ii. Call the function \rightarrow fname();