

Program-1: Variable_demo.html

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Demo JS variable</title>
  <script type="text/javascript">
let a=3,b=20;
var c=a+b;
console.log("Sum of a+b is:",c);
document.write("Sum of a+b is:",c);</script>
</head>
<body>
</body>
</html>
```

Program-2: Variable_Value_Scan.html

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Scan Variable Value in JS</title>
  <script type="text/javascript">
    let name_user = prompt("What is your name?");
    document.write(name_user);</script>
</head>
<body>
</body>
</html>
```

Program-3: let_var_pro.html

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Demo JS variable</title>
  <script type="text/javascript">
// var and let are both used for variable declaration in javascript but the difference between
//them is that var is function scoped and let is block scoped. It can be said that a variable
//declared with var is defined throughout the program as compared to let.

// calling x after definition
var x = 5;
document.write(x, "\n");
```

```

// calling y after definition
let y = 10;
document.write(y, "\n");

// calling var z before definition will return undefined
document.write(z, "\n");
var z = 2;

// calling let a before definition will give error
//document.write(a);
//let a = 3;

const c = 3;
//c = 10;
document.write(c);
c = 100;
document.write(c);
</script>
</head>
<body>

</body>
</html>

```

Program-4: Constant_var.html

```

<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Constants</title>
  <script type="text/javascript">
// The const keyword was introduced in ES6 (2015).
// Variables defined with const cannot be Redeclared.
// Variables defined with const cannot be Reassigned.
// Variables defined with const have Block Scope.

try {
  const PI = 3.141592653589793;
  // PI = 3.14;
  document.write(PI);

  //const PI = 3.141592653589793;
  //document.write(PI);
} catch (err) {
  document.write(err);
}

```

```
</script>
</head>
<body>

</body>
</html>
```

Program-5 datatype.html

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Datatypes</title>
  <script type="text/javascript">
//Primitive Datatype

var Num = 100;
var Str = "Jignasha Rajput";
var BooleanVar = true;


document.write("<br/>", Num);
document.write("<br/>", Str);
document.write("<br/>", BooleanVar);


// TypeOf
document.write("<br/>", typeof(BooleanVar));


//Non-Primitive Datatype
// 1. Object: Object in Javascript is an entity having properties and methods. Everything is an
object in javascript.

// Create an empty generic object
var obj = new Object();
document.write("<br/>" + typeof(obj));
document.write("<br/>" + obj.FirstName + " " + obj.LastName);


// Create a user defined object
var car = {
  modal: "BMW X3",
  color: "white",
  doors: 5
}
document.write("<br/>" + car.modal + " " + car.color + " " + car.doors);


// Array datatype
```

```
var cars = ["BMW", "Mercedes-Benz", "Volkswagen"];
document.write("<br/>" + cars[0]);
document.write("<br/>" + cars[1]);
document.write("<br/>" + cars[2]);
```

```
// Function datatype
var Demo = function() {
    return "Hello World!";
}
document.write("<br/>" + typeof(Demo));
document.write("<br/>" + Demo());
```

```
</script>
</head>
<body>

</body>
</html>
```

Program-6 dom_demo.html

```
<html>

<head>

    <title>Demo Javascript Vanilla - JS</title>

    <style type="text/css">
        body {
            background-color: Green;
        }

        #D1 {
            background-color: Red;
            height: 300px;
            width: 300px;
        }
    </style>

    <script type="text/javascript">
        function alertFun() {
            alert('Hello jignasha');
        }

        function confirmFun() {
            if (confirm("Are you sure..?")) {
                alert("YESSSSS");
            } else {
                alert("NOOOOO");
            }
        }
    </script>
</head>
```

```

    }

    function promptFun() {
        var FirstName = prompt("Enter First Name Here..");
        var MiddleName = prompt("Enter Middle Name Here..");
        var LastName = prompt("Enter Last Name Here..");
        alert(FirstName + " " + MiddleName + " " + LastName);
    }

    function bodyBGChangeToYellow() {
        document.body.style.backgroundColor = "Yellow";
    }

    function bodyBGChangeToText() {
        document.body.style.backgroundColor = prompt("Enter Background Color Here..");
    }

    function colorPickerBodyBG() {
        document.body.style.backgroundColor = document.getElementById("CP").value;
    }

    function yellowBGDiv() {
        document.getElementById("D1").style.backgroundColor = "Yellow";
    }

    function divBGChangeToText() {
        document.getElementById("D1").style.backgroundColor = prompt("Enter
Background Color Here..");
    }

    function colorPickerDivBG() {
        document.getElementById("D1").style.backgroundColor =
document.getElementById("CP1").value;
    }
</script>

<!-- <script src="scripts/demo.js" type="text/javascript"></script> -->

</head>

<body>

    <div id="D1">
        Jignasha Rajput
    </div>
    <hr/>

    <input type="button" value="Alert Inline" onclick="alert('Hello Students!!')" />
    <input type="button" value="Alert Internal" onclick="alertFun()" />
    <input type="button" value="Alert External" onclick="alertFunEx()" />

```

```

<hr/>

<input type="button" value="Confirm Inline" onclick="confirm('Are You Sure..??')"/>
<input type="button" value="Confirm Internal" onclick="confirmFun()"/>
<input type="button" value="Confirm External" onclick="confirmFunEx()"/>
<hr/>

<input type="button" value="Prompt Inline" onclick="prompt('Enter First Name')"/>
<input type="button" value="Prompt Internal" onclick="promptFun()"/>
<input type="button" value="Prompt External" onclick="promptFunEx()"/>
<hr/>

<input type="button" value="Yellow Body Background"
onclick="bodyBGChangeToYellow()"/>
<hr/>
<input type="button" value="Text Background Color To Body"
onclick="bodyBGChangeToText()"/>
<hr/>
<input type="color" id="CP" onchange="colorPickerBodyBG()"/>
<hr/>

<input type="button" value="Yellow Div Background" onclick="yellowBGDiv()"/>
<hr/>
<input type="button" value="Text Background Color To Div"
onclick="divBGChangeToText()"/>
<hr/>
<input type="color" id="CP1" onchange="colorPickerDivBG()"/>
<hr/>
</body>

</html>

```