

JavaScript

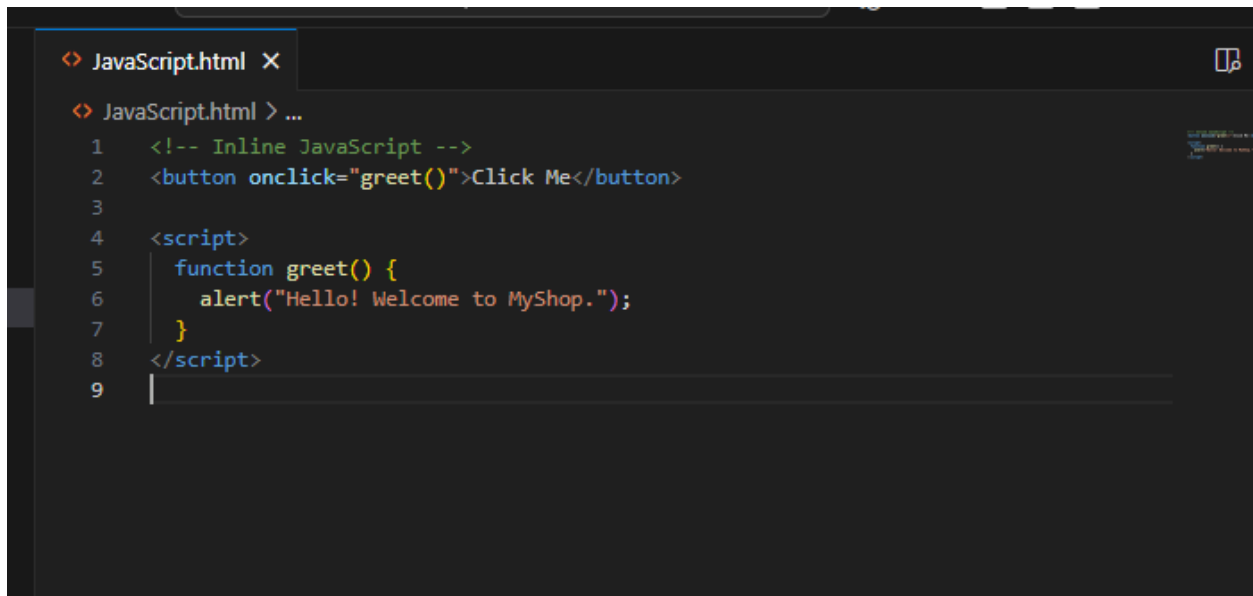
JavaScript is a interpreted programming language which is used to add interactivity and active behavior to webpage/websites. It help to embed image slider, form validation, dropdown and many real-time activities on webpage without reloading. It is supported on all types of internet browsers, make it fast and reactive without any communication with server for every task. It can perform event handling and integration of APIs. It is used to build mobile apps, games and desktop application.

Roles of JavaScript:

- Enable button, slider forms and real-time change in webpage.
- Allow to modify HTML / CSS elements dynamically
- Realtime response to button action.
- Validate form data before submitting to server.

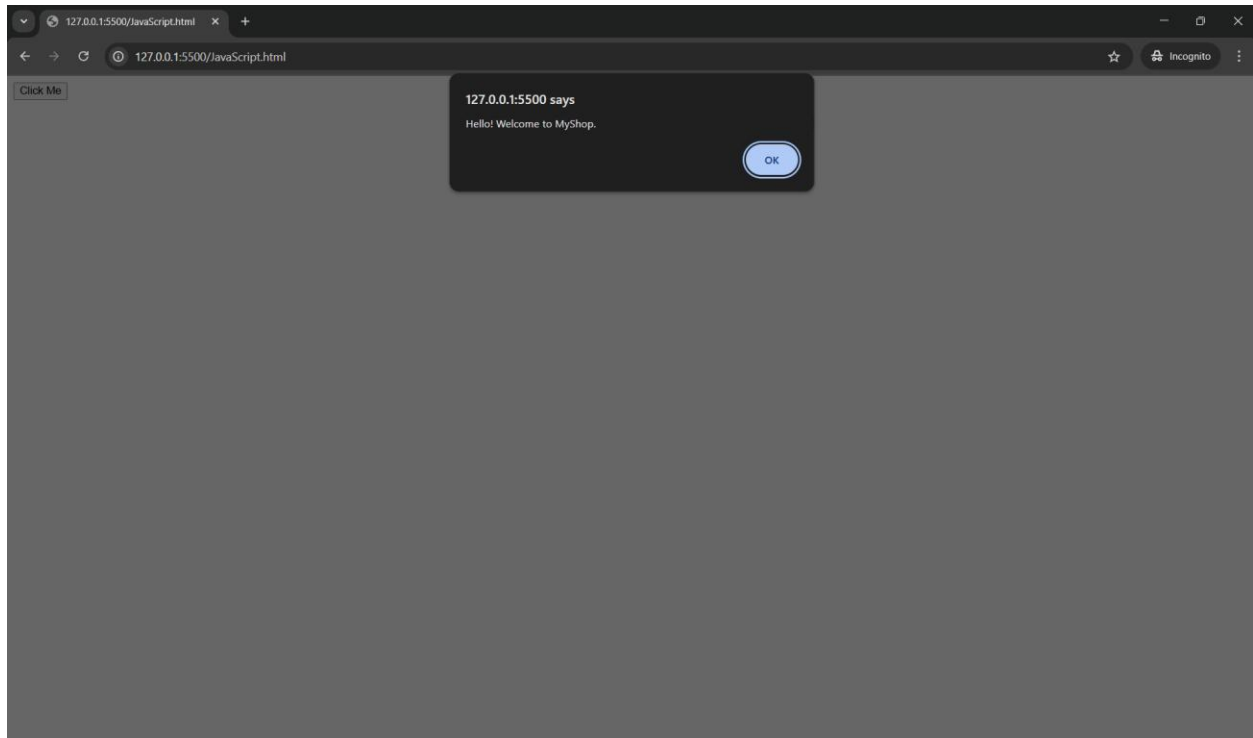
Sample Syntax:

Code:

A screenshot of a code editor with a dark theme. The editor has a tab at the top labeled 'JavaScript.html' with a close button. The code is as follows:

```
1 <!-- Inline JavaScript -->
2 <button onclick="greet()">Click Me</button>
3
4 <script>
5   function greet() {
6     alert("Hello! Welcome to MyShop.");
7   }
8 </script>
9 |
```

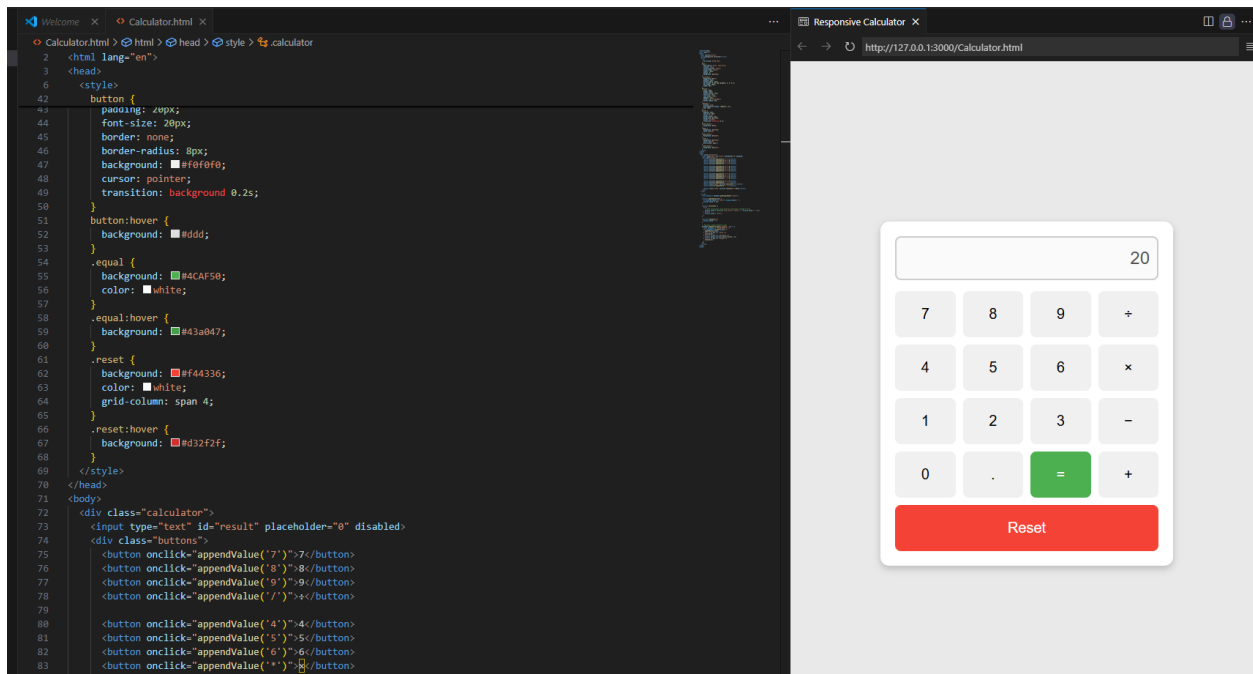
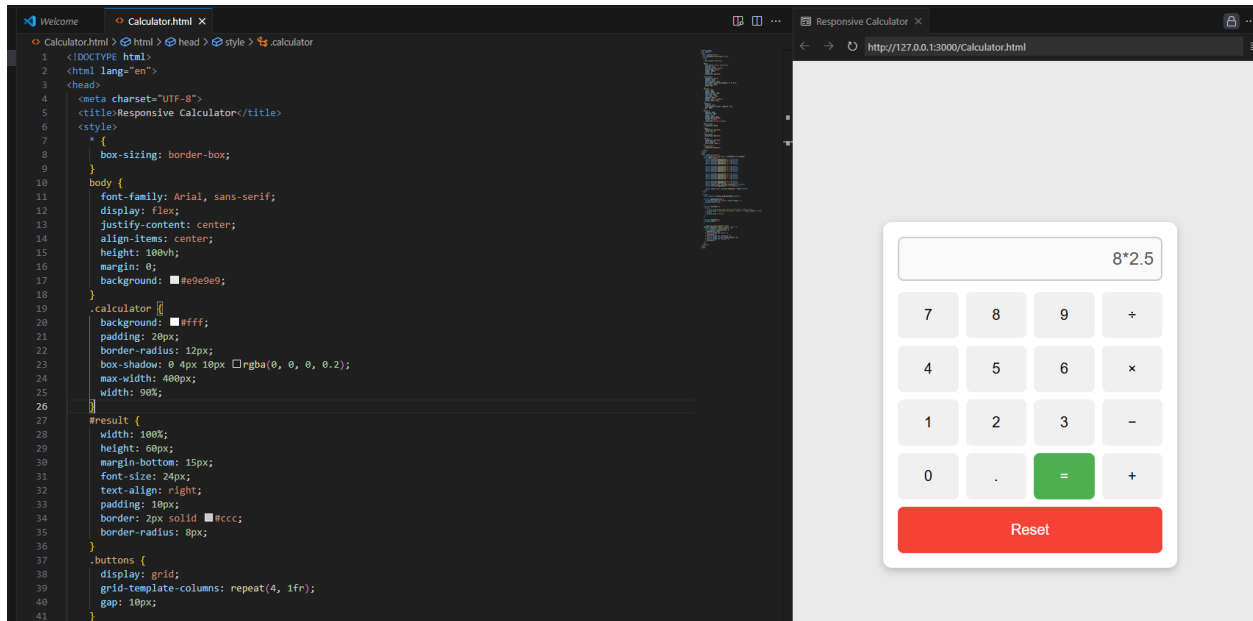
Result:

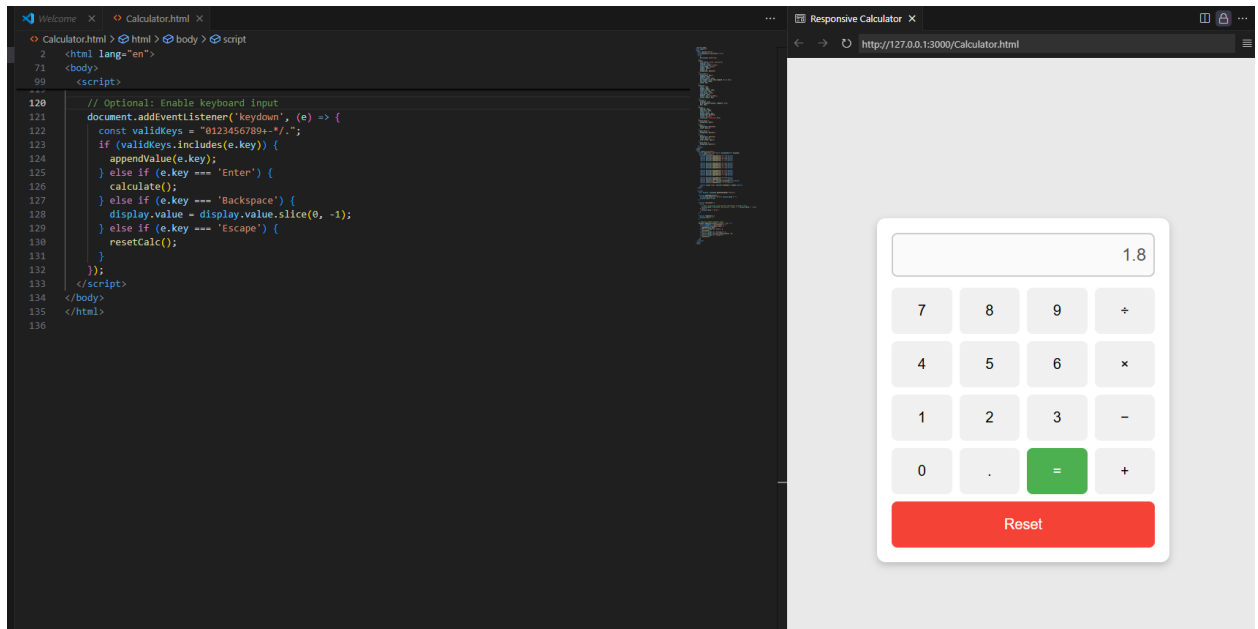
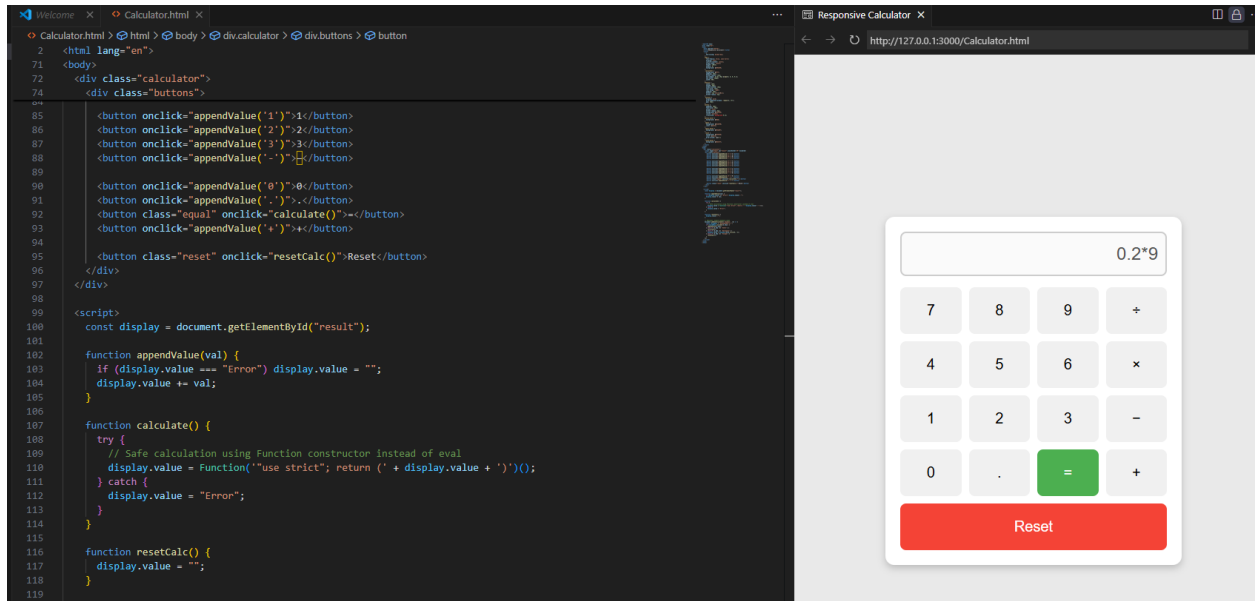


Commonly used Tags:

Tags	Description
<script>	Detect JS code
Console.log()	Load information in console
Document.getElementById()	Catch HTML element by id
addEventListener()	Attach an event if it happens. Like (button click)
function	Declare block of code for reuse
Var, let, const	Variable declaration
If / else	Conditional statement
Alert()	Display popup message
Prompt()	Appears dialog box for input
setTimeout()	Set timestamp on execution time
Fetch()	For requesting external APIs

Example:





Output on web Browser:

