1.JSON iterate over for loops:

var resume={

"name":"Reka",

"degree":"B.E",

"school":"pvv",

"place":"coimbatore",

"age":25

};

for:

let k = Object.keys(resume);

for (let i = 0; i < k.length; i++) {

const key = k[i];

const value = resume[key];

console.log(`${key}: ${value}`)

}

for of:

for (let [key, value] of Object.entries(resume)) {

console.log(key + " : " + value);

}

for in:

for (var key in resume) {

console.log(`${key}: ${resume[key]}`)

}

for each:

Object.entries(resume).forEach(([key, value]) => { console.log(`${key}: ${value}`)

})

2.Creating own data in JSON format:

var resume={

"name":"Reka",

"degree":"B.E",

"school":"pvv",

"place":"coimbatore",

"age":25,

};

3.Diffrence between document,window and screen object

|  |  |  |
| --- | --- | --- |
| DOCUMENT OBJECT | WINDOW OBJECT | SCREEN OBJECT |
| 1. The document object represent a web page that is loaded in the browser. By accessing the document object, we can access the element in the HTML page. With the help of document objects, we can add dynamic content to our web page. | The window object is the topmost object of the DOM hierarchy. It represents a browser window or frame that displays the contents of the webpage. Whenever a window appears on the screen to display the contents of the document, the window object is created. | JavaScript Screen is a built-in Interface (object type) that is used to fetch information related to the browser screen on which the current window is rendered. |
| 2. The document object can be accessed with a window.document or just document**.** | Window is the global object in a browser, also can be treated as the root of the document object model. You can access it as window**.** | It provides information about the dimensions of the display screen such as its height, width, color bits, etc. |
| 3. The Document object(DOM) is like html, php or other document that will be loaded into the browser. The document actually gets loaded inside the window object and has properties available like title etc. | The window is the first thing that gets loaded into the browser. This window object has the majority of the properties like length, innerWidth, innerHeight, name etc. | The window object is at the top of the scope chain, the property window.screen gives the Screen object, but the screen object can be accessed without specifying the window too. |
| 4.Syntax:  document.property\_name; | Syntax:  window.property\_name; | Syntax:  screen.property |
| 5.Eg:  title: It returns the title element of the document.  head:It returns the head element of the document. | Eg:  innerHeight: It is used to get the height of the content area of the browser window. | Eg:  **Screen.colorDepth** −Returns the color depth of the screen.  **Screen.height** −Returns the height of the screen in pixels. |
| *6.* Methods of Document:  Syntax**:**  document.method\_name; | Methods of Window:  Syntax:  window.method\_name; |  |
| 7.eg:  getElementById: It returns the object of the given ID. If no object with that id exists then it returns null.  getElementByClassName: It returns an object containing all the elements with the specified class names in the document as objects | eg:  alert(): It is used to display an alert box. It displays a specified message along with an OK button and is generally used to make sure that the information comes through the user.  setTimeout(): It executes a function, after waiting a specified number of milliseconds. |  |