Module 1:

1. Create an array of 5 cities and perform the following operations: Log the total number of cities. Add a new city at the end. Remove the first city. Find and log the index of a specific city. **(Lab Program)**
2. Explain the different data types and its literals in JavaScript. **(Refer Notes)**
3. Illustrate how an object can be created in JavaScript using direct method and also using constructor method. List and Explain different inbuilt objects of Javascript **(Refer Notes and Textbook)**
4. Illustrate the following with example. **(Refer Text Book)**
   i) Function creation and calling
   ii) Function Expression and Anonymous Function
   iii) Immediately Invoked Function Expression
5. Illustrate with a programming example how array can be created and displayed. **(Refer Notes)**
6. Explain different looping statements available in Javascript with example for each
7. Read a string from the user, Find its length. Extract the word "JavaScript" using substring() or slice(). Replace one word with another word and log the new string. Write a function isPalindrome(str) that checks if a given string is a palindrome (reads the same backward). **(Lab Program)**
8. Create an object student with properties: name (string), grade (number), subjects (array), displayInfo() (method to log the student's details) Write a script to dynamically add a passed property to the student object, with a value of true or false based on their grade. Create a loop to log all keys and values of the student object. **(Lab Program)**

Module 2:

1. Illustrate the different methods used for selecting single and multiple elements in DOM with example for each. **(Refer Notes and Textbook)**
2. Illustrate with an example, how an element and text node can be created and added to existing tree. **(Refer Notes and Textbook)**
3. Illustrate with an example how a node can be removed from the DOM tree **(Refer Notes and Textbook)**
4. Explain the following with example for each**(Refer Notes and Textbook)**
   InnterHTML, InnerText, Style.property, attribute.value, nodeValue
5. Explain the following with example for each. **(Refer Notes and Textbook)**
   getAttribute(), setAttriubute(), hasAttribute(), removeAttribute()
6. Illustrate Different Javascript events under the category of UI/UX events, Mouse Events, Form Events, Key Board Events, Focus Events. **(Refer Notes and Textbook)**
7. Explain three different ways of binding event to element in JavaScript with example for each. **(Refer Notes and Textbook)**

Module 3:

1. What does MERN stands for? Explain the components of MERN stack in detail **(Refer Notes)**

2. Illustrate how to use React and ReactDOM in a single HTML to render Hello Message without server. **(Refer Notes)**