

## JavaScript [.js]

- Javascript is a Scripting or programming language that allows you to implement complex feature on web pages.
  - Javascript is a scripting language that enables you to create dynamically updating content, multimedia, animated images, & pretty much everything else.
  - Javascript is a dynamically-typed language
- \* Javascript Console use :- REPL

Read - Evaluate - Print - Loop  
①                      ②                      ③                      ④

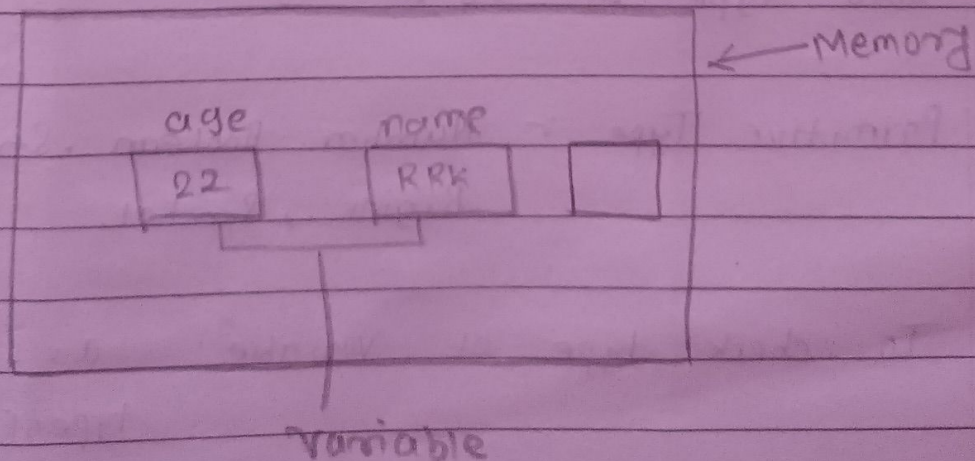
Console code is temporary

\* What is Variable :-

A variable is a ~~area~~ area where we can store data.

OR

A variable is simply the name of the storage location.





## \* Difference Between Var, let & Const

Var	let	Const
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The scope of a var Variable is Functional or global Scope	The scope of a let Variable is block Scope.	The scope of a const Variable is a block Scope.
---	---	---

it can be update & re-declared in the same Scope.	it can be updated but cannot be re-declared in same scope	it can neither be update or re-declared in any scope.
---	---	---

it can be <del>access</del> declared without initialization.	it can be declared without initialization	it cannot be declared without initialization
--	---	--

these Variable are hoisted

these Variable are hoisted but stay in the temporal dead zone until initialization

—||—

## \* Data Type In JS :-

Primitive Type :- Number, Boolean, String, Undefined, Null, BigInt, Symbol.

To check type of variable: `a = 2;`  
`typeof(a);`



Number in JS :

Boolean

String

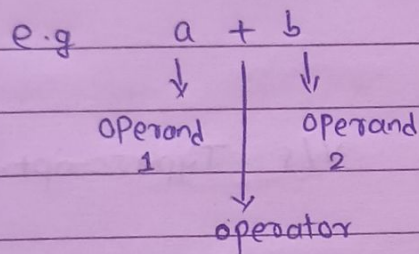
- +14      4      • -14
- Integer (45, -50)
- Float : (4.6, -5.9)

true or false

"a", "abc", 'abc'

### \* Operation in JavaScript :-

1] +, -, \*, /, %, \*\*, ++, -- → Arithmetic operator



2] =, +=, -=, \*=, /=, %=, \*\*= → Assignment operator

3] ==, >, >=, <, <=, !=, ? , !==, === → Comparison operator

== : equal to value

=== : equal value + equal type

4] Logical Operator : &&, ||, !

5] Bitwise operator : &, |, ^, <<, >>, >>>

### \* NaN in JS :

The NaN global property is a value represent Not-A-Number.

0/0 , NaN-1 , NaN\*1 , NaN+NaN

Operator Precedence :

( )	**	*, /, %	+ -
[ ]	[ ]	[ ]	[ ]

e.g :  $(0+1) * 3$

Identifier : All javascript variable must be identified with unique names.

\* Difference bet<sup>n</sup> javascript v/s Typescript

JavaScript

Typescript

- |  |  |
|--|--|
| 1) Interpreted Language                      | 1) Compiled Language                             |
| 2) error to get encountered during run-time. | 2) error to get encountered during compile-time. |
| 3) The learning curve is lower               | 3) The learning curve is higher                  |
| 4) Platform independent                      | 4) Use existing package.                         |

\* Difference bet<sup>n</sup> null & undefined

null

undefined

- |  |   |
|--|---|
| ① The <sup>null</sup> value represent the intentional absence of any object value. | ① A variable that has not been assigned a value is of type undefined. |
| ② to be explicitly assigned  | ② type is undefined   |
| ③ type is object   | ③ equal to NaN  |
| ④ equal to 0   |   |