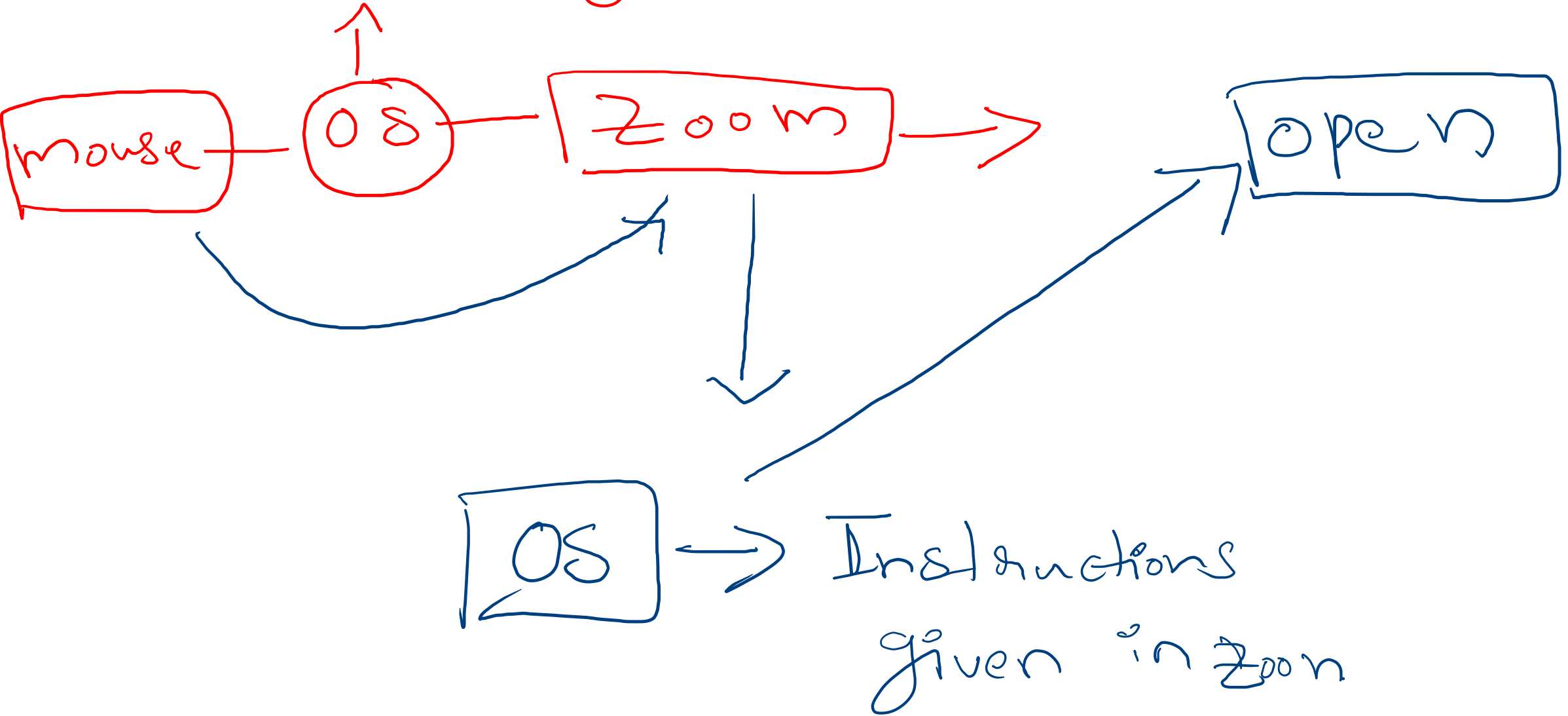
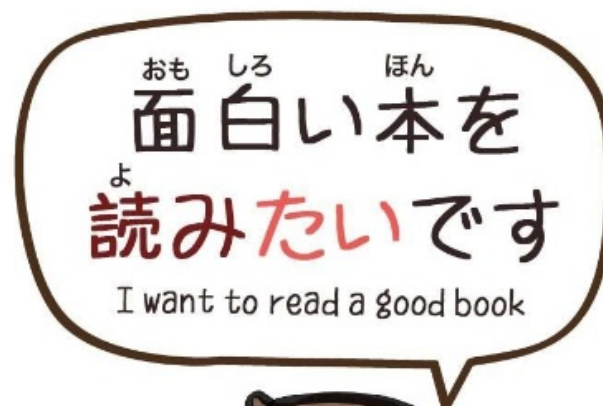


operating system.



hard ware ← OS →

Application software

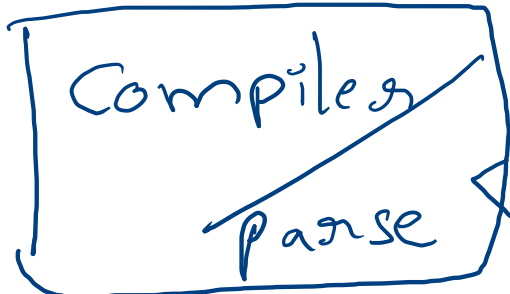


binary



0, 1

Rules.



Zoom



(not open)
(error/something wrong)

(Open) (success)

Instructions
are written
properly or not

Convert to
machine language

open

1

2

3

4

5

6

7

8

9

click

Zoom

open

OUR CODE

JAVASCRIPT ENGINE

```
function calculateAge(yearOfBirth) {  
  return 2016 - yearOfBirth;  
}  
  
var johnsAge = calculateAge(1990);  
  
function yearsUntilRetirement(name, yearOfBirth) {  
  var age = calculateAge(yearOfBirth);  
  var retirement = 65 - age;  
  if (retirement >= 0) {  
    console.log(name + ' retires in ' + retirement + ' years.');  } else {  
    console.log(name + ' is already retired.');  }  
}  
  
yearsUntilRetirement('John', 1990);
```

~~Compiler~~
ParserConversion
to Machine
Code

Code Runs

written

error → line

0,1

- Every browser has an engine, which takes our code and convert into some format which our computer can understand.
- Chrome uses V8 engine

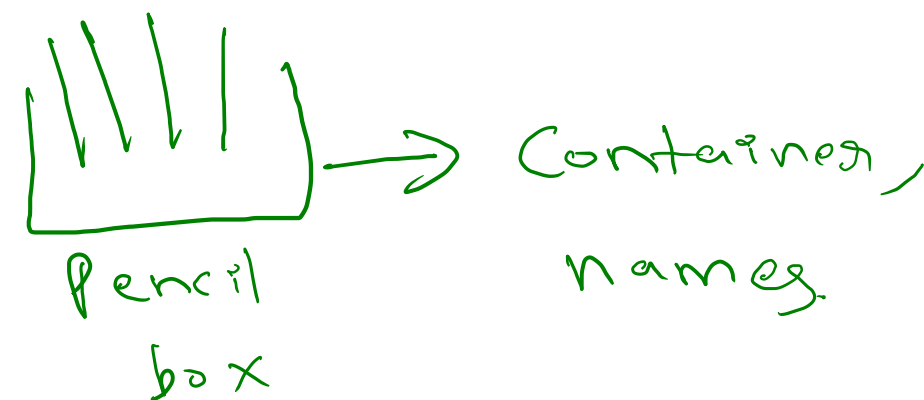
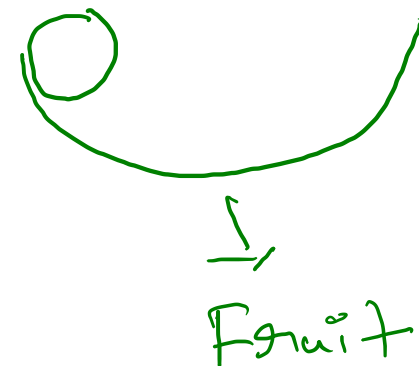
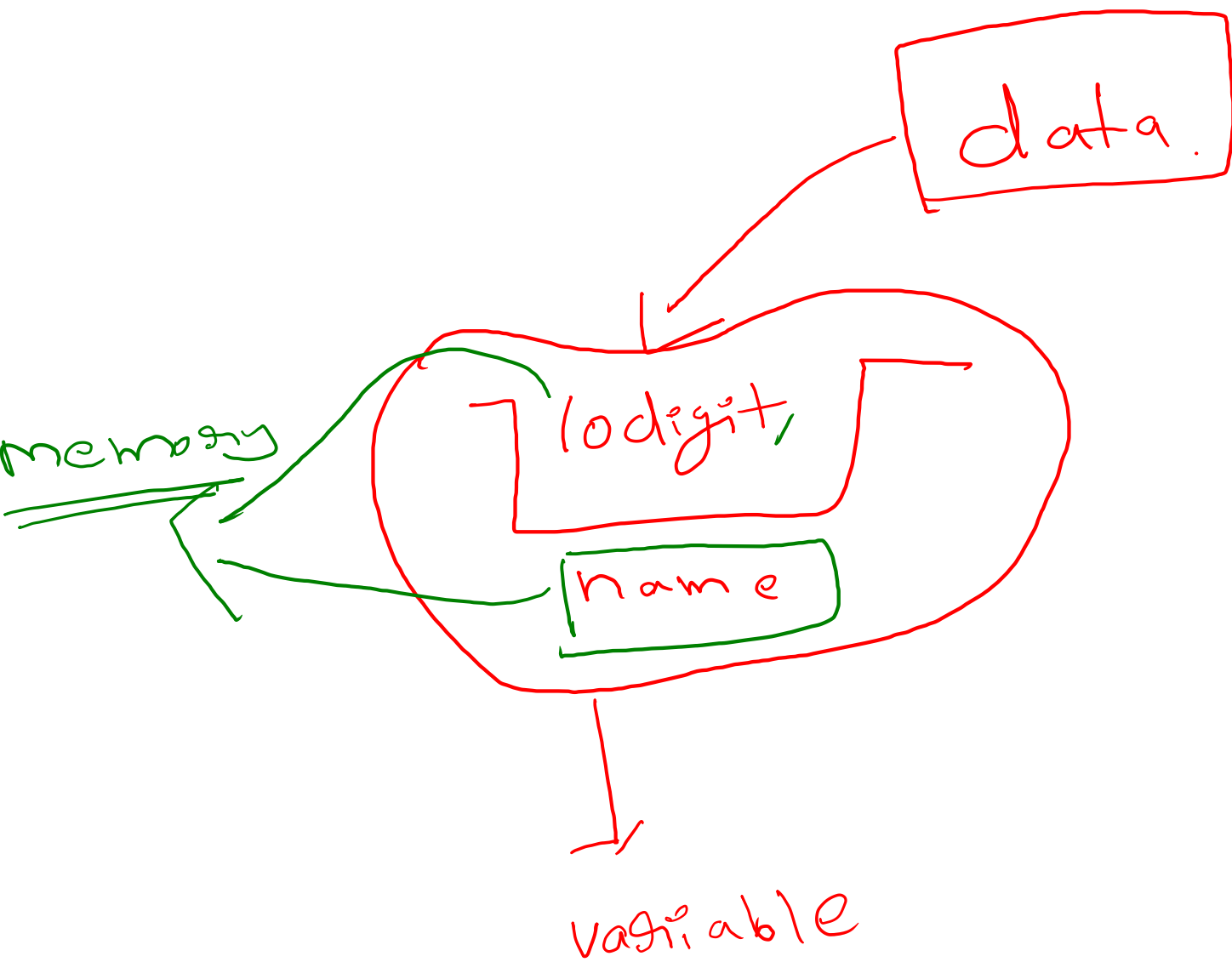
Variables

variable.

images
1, 2, 3, ...
pictures

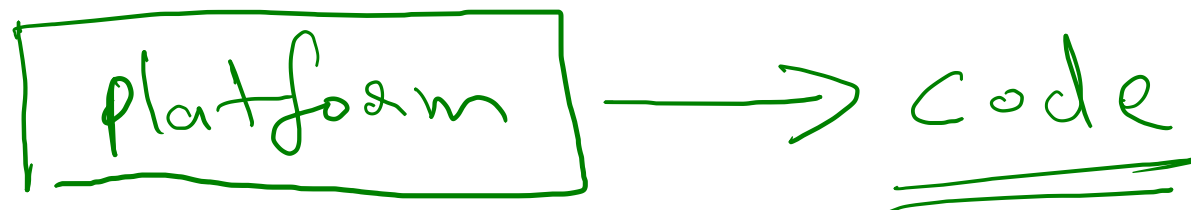
contains

Storage locations
with assigned names



variable - they are storage container with assigned name.

purpose of variable--> this variable hold data that you can use later or change , if needed.



+ Create Repl

⚡ Upgrade

Home

Templates

My Repls

My Cycles 0

Counties \$42k+ Open

Community

Learn

Names

Teams

Mahesh, you can now chat with

Create a Repl

Import from GitHub

Template

Title

Node.js

ftweb-27- variable

 Languages

Node.js ✓

Node.js is an open-source, cross-platform, back-end JavaScript runtime environment.

 replit

♥ 386 + 4.1M

Public

Anyone can view and fork this Repl.

⚡ Upgrade to make private

+ Create Repl

Get started

See what you can build

Learn

→ Explore tutorials

→ See what people are building

✓ Create your first Repl

My Repls

+ Create Repl

ftweb-26-variables

ftweb25-variable

trail-b25

dark

? Help

ftweb-27- variable
MaheshGoud3

Run

myimage.png

index.js

index.js

1 Not sure what to do? Run some examples or generate code with Ghostwriter (start typing to dismiss)

2

write code

3

Output/Result of code.

file information

Chat Threads Git Debugger RAM Storage

27- variable

Goud3

Run

JS index.js

JS index.js > ...

```
1 let x= 10;
```

↓
name

number

number

10

contains

x → name

variable

> Console

Shell

JS index.js

JS index.js

```
1 let number= 100;
```

```
2  
3 console.log(number);
```

```
4  
5  
6
```

word

> Console

100

Hint: hit control+c anytime to enter REPL.

✖

Compiler → Error

Rules / instructions
Syntax

index.js

index.js

```
1 // 1st way.
2 let number= 100; // declaring a variable and assigning a value 100
  to it.
3
4 console.log(number); // we are trying to get the output.
5
6 //2 way
7 let a; // declaring a variable.
8 a=10; // assigning a value 10 to the variable.
9
10
11 //Javascript is case sensitive language. --> comment
12
13 console.log(a);
14
15
```

Console

100
Hint: hit control+c any
time to enter REPL.
❏

number
10
a → name of
Container/variable

JS index.js

JS index.js

1

// 1st way. ~~X~~

2

let number= 100; // declaring a variable and assigning a value 100 to it.

3

~~X~~

4

console.log(number); // we are trying to get the output.

5

6

//2 way

7

let a; // declaring a variable.

8

a=10; // assigning a value 10 to the variable.

9

10

console.log(a);

11

12

//Javascript is case senstitive language. --> comment

13

14

15

16

>_ Console

100

Hint: hit control+c any time to enter REPL.

100

10

Debugger

number = 100

a = 10