recap

variables

types of variables -3 types
let, var const.

can I replace the values of let and var --> yes.

what about const---> no (Constant).

console.log()

age
Age
AGE

Javascript is casesensitive

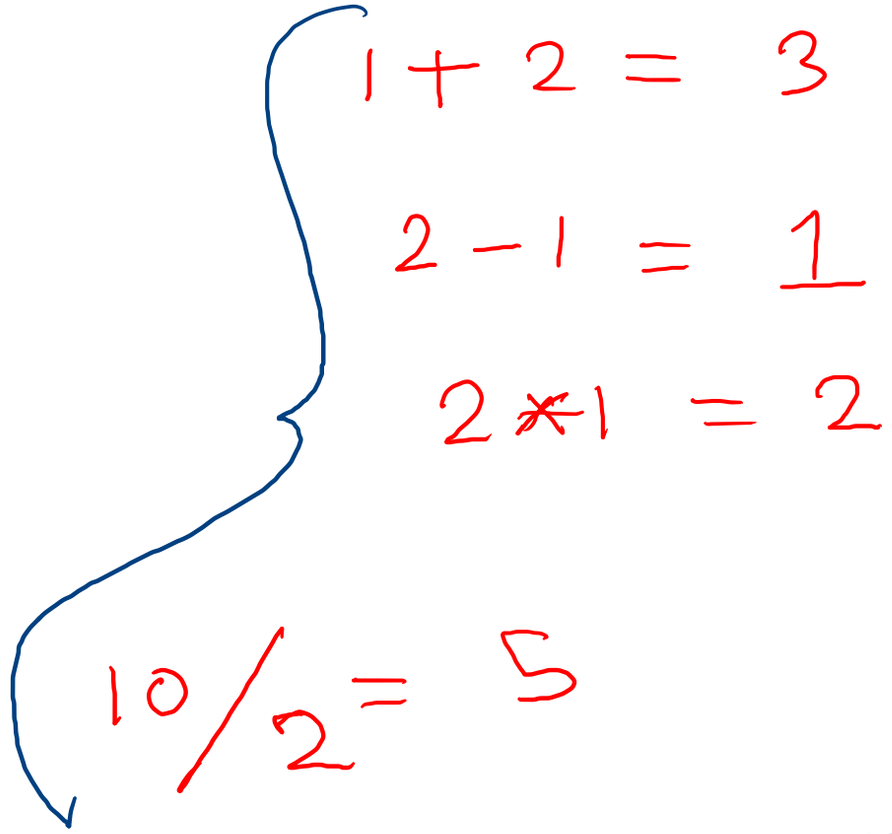
replit, shell--->node filename.js

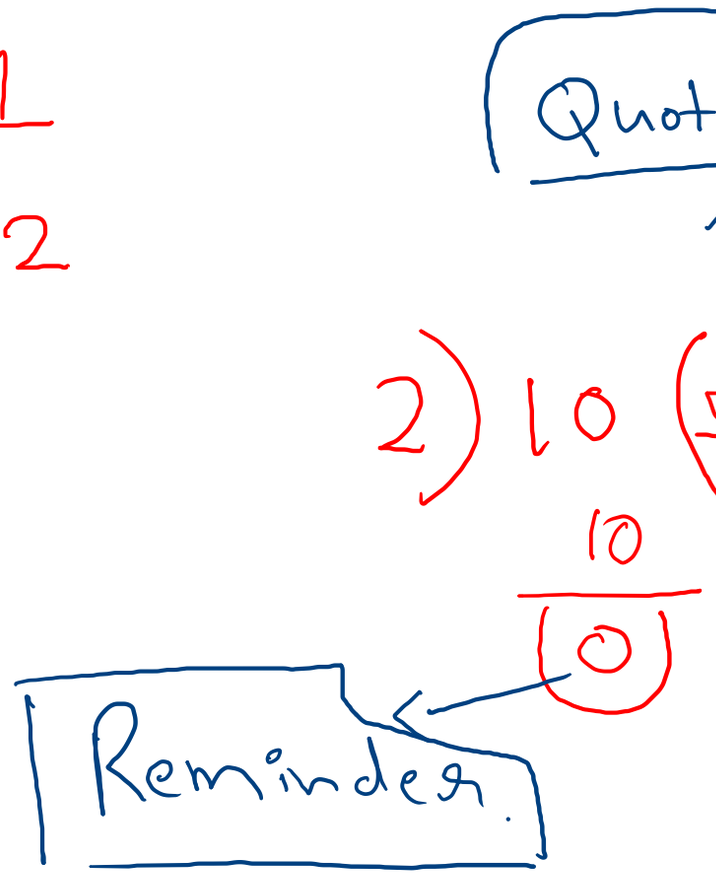
Types of data
1. Number--1,2,3,4,5
2. String----> "" or '' are called strings

// comment

agenda

Mathematical operators
1. Addition(+).
2. Subtraction (-).
3.Multiplication (*).
4. Division(/).





problem3.js

problem3.js

```
1  let a= 15;
2
3  let b= 5;
4
5
6  console.log((a+b)+ (a+b)+(a+b)+ ((a/b)+(a-b)));
```

15/5

20+20+20+(3+10)

60 + 13

73

```
~/f
10
0
25
1
~/f
```

Modulo(%)

$15/2 = 7$

$15\%2 = 1$

2) 15 (7 → Quotient

14

1 → Remindes

2) 10 (5

10

0

$10/2 = 5$

$10\%2 = 0$

3)7(2

6

11

7 % 3 = 1

5 % 2 = 1

3 % 9 = 3

1 % 3 = 1

2 % 2 = 0

2/2 = 1

2)2(1

2

0

9)3(0

0

3

2)5(2

4

1

3)1(0

0

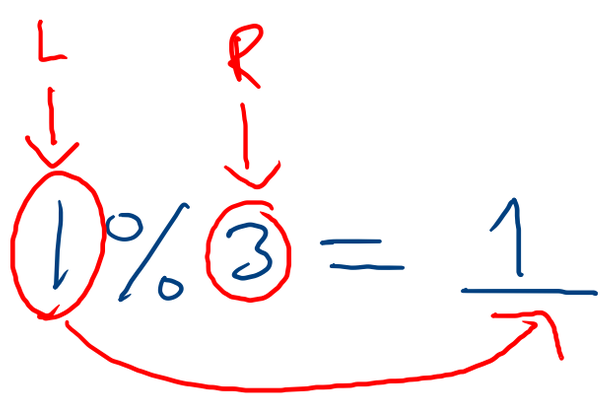
1

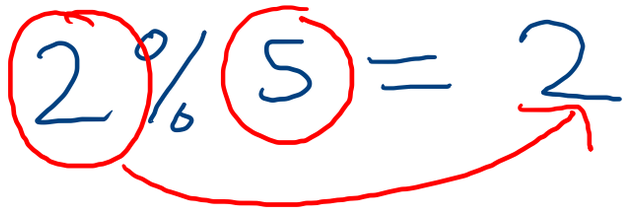
1. module take reminder as a result

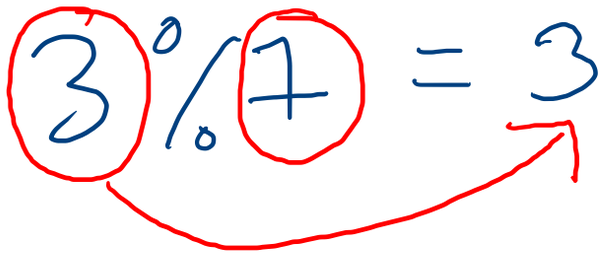
2. division take quotient as a result.

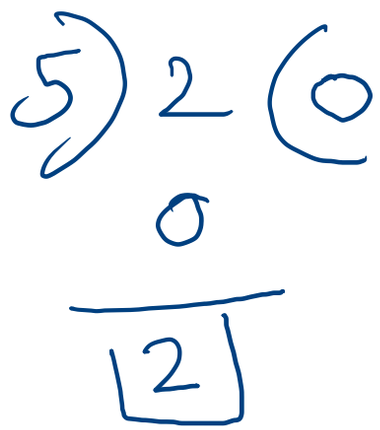
3. if the left number is less than the right number the result will be left number.

4.modulo cannot have fractional value.









Expoentiational operator (**)

$(2)^2 = 2 \times 2 = 4$

$2 ** 2 = 4$

$(3)^2 = 3 \times 3 = 9$

$3 ** 2 = 9$

$(3)^3 = 3 \times 3 \times 3 = 27$

$(4)^4 = 4 \times 4 \times 4 \times 4 = 256$

$4 ** 4 = 256$

problem6.js

```
let a= 2;

let b= 3;

let c= 2;


console.log(a**b);
console.log(b**2);
console.log((a**b)**c);
```

Ln 10, Col 24 History

Console Shell

```
~/ftweb27-mathematical$ node problem6
.js
8
9
64
~/ftweb27-mathematical$
```

① number + number => number.

1 + 2 => 3

console.log("hi" + "everyone") => "hi everyone"

② string + string => string.

③ number + string => string

number + number => number

concatenation

string + string ==> string.

string+ number==> string