JavaScript Basics

1.What is JS?

-> It is client-side scripting language.

(In client-side scripting, **scripts simply run on a device**. Often, client-side scripts run in a browser. In contrast, server-side scripts run on a web server.)

In other simple words, client-side scripting is a process in which scripts are executed by browsers without connecting the server.

-> the server-side version of JavaScript known as Node.js

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2.What Can JavaScript Do?

->JavaScript can change HTML content. (getElementById())

->JavaScript can change HTML attribute values.

(EX: changes the value of the src (source) attribute of an <img> tag)

->JavaScript can **change the style** of an HTML element.

->JavaScript can **Hide/Show** HTML elements.

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Section 1: Basics

->Rules for naming variables

* They cannot be a reserved keyword
* They should be meaningful
* Cannot start with a number
* Cannot contain space or hypen

->Constant

* If you don't need to reassign
* constant should be your default choice. Otherwise
* if we need to reassign a variable, we can use let.

->Primitive types and Reference types

* String, Number, Boolean, undefined, null
* Examples:-
* let name = ‘Mosh’; //string literal
* let age = 30; //number literal
* let isApproved = false; //Boolean literal
* let firstName = undefined;
* let selectedColor = null;
* In Reference types:- object,array and function

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Section2: Operators

We use these operators along with our variables and constants to create

expressions. And with these expressions we can implement

logic and algorithms

Different kinds of JavaScript operators are

Arithmetic, Assignment , Comparison, Logical and Bitwise

Logical Operators

* and , or & not
* or = ||
* not = !
* and = &&

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Section 3: Control Flow

1. If.else
2. Switch case

[LOOPS]

1. For

for ( initialisation; condition; increment ) {

statement

}

1. While
2. Do While
3. Infinite loops
4. For In
5. For Of

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