SCOPPE

Scope dasturning ichdagi malum bir qisimdagi ichdagi objectning funksiyalarini yoki o’zgaruvchlarning o’zini tutishligi

U anqlaydi o’zgaruvchilar funksiyalar codni malum bir qismda o’zini tutadi .

5 xil scope bor

1. GLOBAL
2. BLOCK
3. /LOCAL OR FUNCTION
4. MODULE
5. LEXICAL

Var vs let

Var – Global scope variables

Let – Block scope variables

Why loops

( loop takrorlanuvchi algoritmlarni yaratish usullaridan biri)

Make easy calculation

Help to provide DRY in wep development

Loop types

1. For // parametrli

2. While // sharti oldin tekshiriladigan

3. Do while // sharti kegin tekshiriladigan

For – loop

Syntax and consepts

for (initializer; condition; iterator) {

// statements

}

// There always must be two semicolons;

Forning ichida 2 ta semekalon bo’lishi shart

Constructor

3 ta constructor bor

1. Number – constructor
2. Strm – constructor
3. Boolean – constructor

Number constructor vazifasi sonlarning numberga o’tqazib berishlik

Strim constructor vazifasi strimga o’tqazib berishlik

Boolean constructor vazifas booleanga o’tqazib berishlik

Har bir constructor o’z nomiga moviq o’z vazifasini bajaradi

Number constructor

Properties

Epsilon – The **Number.EPSILON** static data property represents the difference between 1 and the smallest floating point number greater than 1.

MAX\_VALUE - The largest number possible in JavaScript

MAX\_SAFE\_INTEGER- The maximum safe integer (2^53 - 1)

MIN\_SAFE\_INTEGER - The minimum safe integer -(2^53 - 1)

POSITIVE\_INFINITY - Infinity (returned on overflow)

NEGATIVE\_INFINITY - Negative infinity (returned on overflow)