**JAVASCRIPT**

JavaScript is a programming language that lets you make web pages interactive. Imagine you're building a house. HTML is like the structure of the house, while CSS is like the paint and decoration. JavaScript, on the other hand, is like the electricity that powers everything and makes it work.

**1. Variables:** Think of variables as containers. They store different types of information, like numbers or words, that your program needs to remember and use later.

**2. Data Types**: There are different types of data in JavaScript. Numbers are for math, strings are for text, and booleans are for true/false values.

**3. Control Structures:** These are like directions telling your program what to do. "If" statements help your program make decisions based on conditions, while loops repeat tasks until a condition is met.

**4. Functions:** Functions are like mini-programs within your program. They take inputs (called parameters) and perform specific tasks. For example, you could have a function that adds two numbers together or changes the color of a webpage.

**5. Syntax:** Syntax is like the grammar of JavaScript. Just like you need to follow grammar rules to write sentences correctly, you need to follow JavaScript's syntax rules to write code that the computer can understand.

**6. Debugging:** Debugging means finding and fixing mistakes in your code. It's like being a detective, searching for clues to solve a problem in your program.

**7. Algorithmic Thinking:** This is about breaking down big problems into smaller, manageable steps. It's like following a recipe when you cook – you take one step at a time until you finish.

**8. Version Control:** Version control helps you keep track of changes you make to your code. It's like having a time machine for your code – you can go back to previous versions if something goes wrong.

**9. Software Development Life Cycle (SDLC):** This is the process of building software from start to finish. It's like following a roadmap – you plan, create, test, and deploy your code in different stages.

**10. Object-Oriented Programming (OOP):** OOP is a way of organizing your code into objects, which are like little bundles of data and functions. It helps you write code that's easier to understand and reuse.