DAY 16: MORNING ASSESSMENT

1. alert()

Displays a simple message box with an OK button.

Eg-

alert("This is a simple alert!");

2. confirm()

Displays a **confirmation box** with OK and Cancel buttons.

Eg-  
let result = confirm("Do you want to proceed?");

if (result) {

alert("You clicked OK!");

} else {

alert("You clicked Cancel.");

}

3. prompt()  
Displays an **input box** where the user can enter a value.

Eg-  
let name = prompt("What is your name?");

alert("Hello, " + name);

4. console.log()

Logs a **warning**.

console.warn("This is a warning!");

5. console.error()

Logs an **error message**

console.error("Something went wrong!");

6. console.warn()

Logs a **warning**.

console.warn("This is a warning!");

7. Variables (let, const, var)

let and const are modern and preferred.

const cannot be changed after assigning.

var is outdated

8. functions in js

function greet(name) {

return "Hello, " + name + "!";

}

console.log(greet("Sahil"));

9.arrays  
let fruits = ["apple", "banana", "mango"];

console.log(fruits[1]);

fruits.push("orange");

10.for loop  
for (let i = 1; i <= 5; i++) {

console.log("Count: " + i);

}

21.if else loop  
let score = 80;

if (score >= 90) {

console.log("A Grade");

} else if (score >= 75) {

console.log("B Grade");

} else {

console.log("C Grade");

}

22. events(click)- a function is called whenever a user clicks   
<button onclick="sayHi()">Click</button>

<script>

function sayHi() {

console.log("Hi!");

}

</script>

23. changing text- we can change the texts using the js also.

<p id="msg">Hi</p>

<script>

document.getElementById("msg").innerText = "Hello!";

</script>