

# Java Script Learning

## For creating web and mobile application

Print something in console

```
console.log("hello world");
```

Data Types - Specification of the kind of data that going to use inside the program.

Types of Data:-

- String - ("a. b ,c ,d, e")
- Number - (1 , 2 ,3 ,4 ,5)
- Boolean - (True, False)

Variables - Where you store values, looks like a container

```
let string1 = " hello world";  
let length1 = string1.length;  
  
let str2 = "I love pizza";  
let length2 = str2.indexOf("pizza");  
  
console.log(length1);  
console.log(length2);
```

## Slice

```
var str3 = "bus, car, van";  
var try3 = str3.slice(0, 3);  
  
console.log(str3);  
console.log(try3);
```

Output

- bus, car, van  
bus

## Replace

```
var str4 = "Hello world";  
var try4 = str4.replace("world", "Home");  
console.log(try4);
```

Output

- Hello Home

## Precision

```
var x = 7.123456;  
var y = x.toPrecision(2);  
  
console.log(y);
```

Output

- 7.1

## Prompt

```
var ques1 = prompt("Enter your name");
var ques2 = prompt("Enter your age");

console.log("your name is:" + ques1);
console.log("your age is:" + ques2);
```

## Arrays

```
var quest1 = ["yellow", "red", "green"];

var c1 = quest1[0];

console.log(c1);

var c1 = "black";

console.log(c1);

var arraylength = quest1.length;

console.log(arraylength);
```

## Functions

```
function food() {
    let food = "pizza";
```

```
    console.log(`food: ${food}`);
  }

  function order(quantity, price) {
    let totalPrice = quantity * price;

    console.log(
      `Quantity is ${quantity} and Prince is ${price} Total Price
    );
  }

  food();
  order(10, 20);
```

## | For Loops

```
var i = 5;

for (j = 0; j < i; j++) {
  console.log(j);
}
```