JavaScript

JS (JavaScript) is Case Sensitive

• All JS identifiers are **case sensitive**.

Variables age and Age, are two different variables.

JS Character Set

• JS uses the **Unicode** character set.

 Unicode covers almost all the characters, punctuations, and symbols in the world.

JS and Camel Case

• Developer have used different ways of joining multiple words into one name...

first-name, last-name

first_name, last_name

FirstName, LastName

firstName, lastName

JavaScript Comments

- Comments can be used to explain JS code.
- Single Line Comments
 Single line comments start with //
- Multi-line Comments
 Multi-line comments start with /* and end with */.

JS Variables

JavaScript variables are containers for storing data values.

```
var i = 15;
```

var
$$j = 10;$$

```
<script>
var i = 15;
var j = 10;
var total = i + j;

document.getElementById("demo").innerHTML = "Total is " + total;
</script>
```

JS Identifiers

- All JavaScript variables must be identified with unique names.
- These unique names are called **identifiers**.

Rules for Declaring variables

- Names can contain letters, digits, underscores, and dollar signs.
- Names must begin with a letter.
- Names can also begin with \$ and _ .
- Names are case sensitive (i and I are different variables).
- Reserved words cannot be used as variable name.

Assignment Operator

• In JS (JavaScript), the equal sign (=) is an "assignment" operator, not an "equal to" operator.

It is use to assign value to variables

var
$$i = 50$$
;

One Statement Code

You can declare many variables in one single line.

```
var user = "Felix", city="Pune", number = 987654;
```

or

```
var user = "Felix ",
city= "Pune",
number = 987654;
```

JavaScript Operators

• Operators is a symbol that used to perform some operation.

Arithmetic Operators

Operator	Description
+	Addition
-	Subtraction
*	Multiplication
**	Exponentiation
/	Division
%	Modulus (Division Remainder)
++	Increment
	Decrement

JavaScript Assignment Operators

Operator	Example	Same As
=	x = y	x = y
+=	x += y	x = x + y
-=	x -= y	x = x - y
*=	x *= y	x = x * y
/=	x /= y	x = x / y
%=	x %= y	x = x % y
=	x **= y	$x = x^{}y$

```
<script>
  var i = 5;
  var j = 2;
  var value = i * j;
  document.getElementById("demo").innerHTML = "Value is " + value;
</script>
```

Value is 10

```
<script>
  var x = 10;
  x += 5;
  document.getElementById("demo").innerHTML = x;
</script>
```

15

JavaScript Comparison Operators

Operator	Description
==	equal to
===	equal value and equal type
!=	not equal
!==	not equal value or not equal type
>	greater than
<	less than
>=	greater than or equal to
<=	less than or equal to
?	ternary operator

JavaScript Logical Operators

Operator	Description
&&	logical and
	logical or
!	logical not

```
<script>
  var x = 10;
  x++;
  var z = x;
  document.getElementById("demo").innerHTML = z;
</script>
```

11

JS Data Types

```
JS variables can hold many data types like numbers, strings, objects and more...
```

Data Types in JS

```
<script>
  var first = "Felix";
  var second = 'ITs';
  document.getElementById("demo").innerHTML =
      first + "<br>" +
      second;
</script>
```

Felix ITs

JavaScript Arrays

JavaScript arrays are written with square brackets.

Array items are separated by commas.

```
<script>
  var names = ["John", "Doe", "Andy"];

  document.getElementById("demo").innerHTML = names[1];
</script>
```

Doe

JavaScript Objects

- JavaScript objects are written with curly braces {}.
- Object properties are written as name:value pairs, separated by commas.

```
<script>
  var person = {
    firstName: "John",
    lastName: "Doe",
    age: 50,
    eyeColor: "blue"
  };
  document.getElementById("demo").innerHTML =
      person.firstName + " is " + person.age + " years old.";
</script>
```

John is 50 years old.

typeof Operator

You can use the JS typeof operator to find the type of a JS variable.

```
<script>
  var i = 10;
  var name = "Felix";
  var j = false;
   document.getElementById("demo").innerHTML =
       typeof i + "<br>" +
       typeof name + "<br>" +
       typeof j;
 </script>
```

number string boolean

