1. Introduction to JavaScript

☆ What is JavaScript?

- A scripting language used to create dynamic web content.
- Runs in the browser (client-side) and on servers (Node.js).
- Can manipulate HTML, CSS, and control multimedia.
- A How to Add JavaScript to HTML:

```
<!-- Inline -->
<button onclick="alert('Hello!')">Click Me</button>

<!-- Internal -->
<script>
    console.log('Hello, World!');
</script>

<!-- External -->
<script src="script.js"></script>
```

2. JavaScript Basics

⋄ Variables

⋄ Data Types

• String, Number, Boolean, Null, Undefined, Object, Symbol

⋄ Operators

```
+ - * / % ++ -- && || ! == === != !==
```

☆ Conditional Statements

```
if (age > 18) {
   console.log('Adult');
} else {
```

```
console.log('Minor');
}
```



```
for (let i = 0; i < 5; i++) { console.log(i); }
while (age < 35) { age++; }</pre>
```

☆ Functions

```
function greet(name) {
  return `Hello, ${name}`;
}
console.log(greet('Alice'));
```

☑ 3. Arrays in JavaScript

☆ Creating Arrays

```
let fruits = ["Apple", "Banana", "Orange"];
```

☆ Common Array Methods

```
fruits.push("Mango");  // Add at end
fruits.pop();  // Remove last
fruits.shift();  // Remove first
fruits.unshift("Grapes"); // Add at beginning
console.log(fruits.indexOf("Banana")); // Find index
console.log(fruits.includes("Orange")); // Check existence
```

Iterating Arrays

```
fruits.forEach(fruit => console.log(fruit));
let upperFruits = fruits.map(fruit => fruit.toUpperCase());
```

✓ 4. Objects in JavaScript

☆ Creating Objects

```
let person = {
  name: "Narasimha",
  age: 25
};
```

Accessing / Modifying

```
console.log(person.name);
person.age = 30;
person.name = "Narasimha Rao";
```

☆ Loop through Object

```
for (let key in person) {
  console.log(`${key}: ${person[key]}`);
}
```

Creating and Accessing Array of Objects

☑ 5. DOM (Document Object Model) Concepts

- The structure of an HTML document represented as a tree.
- JavaScript can manipulate HTML and CSS through the DOM.

☆ Selecting Elements

```
document.getElementById("myId");
document.getElementsByClassName("myClass");
document.getElementsByTagName("p");

// Special method based on css selector technique
document.querySelector("#div1 p");
document.querySelectorAll("#div1 p");
```

Manipulating Elements

```
let elem = document.getElementById("demo");
elem.innerText = "Hello World!";
elem.style.color = "red";
```

☆ Events

a. Using event attribute

```
// Define the function in script block
function buttonClick() {
  alert("Button Clicked!");
}
```

```
<!-- Invoke the function using onclick attribute -->
<input type='button' onclick="buttonClick()" value="ShowData" />
```

b. Using addEventListener method (dynamic)

```
<!-- Invoke the function using onclick attribute -->
<input type='button' id="btn" value="ShowData" />
```

```
document.getElementById("btn").addEventListener("click", function() {
   alert("Button Clicked!");
});
```

6. Advanced JavaScript Concepts

• Arrow Functions

```
const add = (a, b) => a + b;
```

• Destructuring

```
const {name, age} = person;
```

• Spread / Rest Operator

```
const newFruits = [...fruits, "Kiwi"];
```

• Template Literals

```
console.log(`My name is ${name} and I am ${age} years old.`);
```



```
const jsonData = '{"name": "John", "age": 30}';
const obj = JSON.parse(jsonData);
console.log(obj.name);
```