



NULL
NUMBER
SYMBOL
STRING
BOOLEAN
BIGINT
UNDEFINED

and U - means Undefined



File Edit Selection View Go Run ... Javascript- [Codespaces: psychic chainsaw]

EXPLORER

OPEN EDITORS 1 unsaved

- JS 01_arrayjs... U
- JS nmbssujs... U
- JS objectjs nm... U
- JS 02_arrayjs... U

JAVASC...

- .devcontainer
- { } devcontainer.json
- 01_array
- JS 01_arrayjs U
- JS 02_arrayjs U
- 01_basic
- JS 01.js M
- nmbssuobject
- JS nmbssujs U
- JS objectjs U
- README.md

OUTLINE

TIMELINE

DEBUG CONSOLE

Filter (e.g. text, ...)

PROBLEMS OUTPUT TERMINAL PORTS

bash - Javascript- + - - - ^ X

```
null 45 true 570n Vaibhav Symbol(I am a nice symbol) undefined
@vaibhav2017goyal →/workspaces/Javascript- (main) $ node nmbssuobject/object.js
true
@vaibhav2017goyal →/workspaces/Javascript- (main) $ node nmbssuobject/object.js
undefined
@vaibhav2017goyal →/workspaces/Javascript- (main) $ node nmbssuobject/object.js
undefined
@vaibhav2017goyal →/workspaces/Javascript- (main) $
```

Ln 19, Col 27 Spaces: 4 UTF-8 LF JavaScript

19°C Mostly clear 22:34 29-11-2023

```
1 /*
2 null      n
3 number    n
4 bigint    b
5 boolean   b
6 symbol    s
7 string    s
8 undefined u
9 n n b b s s u
10 */
11
12 let a=null;
13 let b=45;
14 let c=true;
15 let d=BigInt("567")+0igInt("3")
16 let e="Vaibhav"
17 let f=Symbol("I am a nice symbol")
18 let g=undefined
19 console.log(a,b,c,d,e,f,g)
```

File Edit Selection View Go Run ... Javascript- [Codespaces: psychic chainsaw]

EXPLORER

OPEN EDITORS 1 unsaved

- JS 01_arrayjs... U
- JS nnbbssujs... U
- JS objectjs nn... U
- JS 02_arrayjs... U

JAVASCRIPT

- .devcontainer
- devcontainer.json
- 01_array
- JS 01_arrayjs U
- JS 02_arrayjs U
- 01_basic
- JS 01.js M
- nnbbssuobject
- JS nnbbssujs U
- JS objectjs U
- README.md

OUTLINE

TIMELINE

DEBUG CONSOLE

Filter (e.g. text, ...)

PROBLEMS OUTPUT TERMINAL PORTS

bash - Javascript- + - - - ^ X

```
null 45 true 570n Vaibhav Symbol(I am a nice symbol) undefined
@vaibhav2017goyal →/workspaces/Javascript- (main) $ node nnbbssuobject/object.js
true
@vaibhav2017goyal →/workspaces/Javascript- (main) $ node nnbbssuobject/object.js
undefined
@vaibhav2017goyal →/workspaces/Javascript- (main) $ node nnbbssuobject/object.js
undefined
@vaibhav2017goyal →/workspaces/Javascript- (main) $
```

Ln 8, Col 24 Spaces: 4 UTF-8 LF JavaScript

19°C Mostly clear 22:34 29-11-2023

TYPES OF CONVERSION

- STRING
- BOOLEAN
- NUMBER

IMPLICIT V/S EXPLICIT COERSION

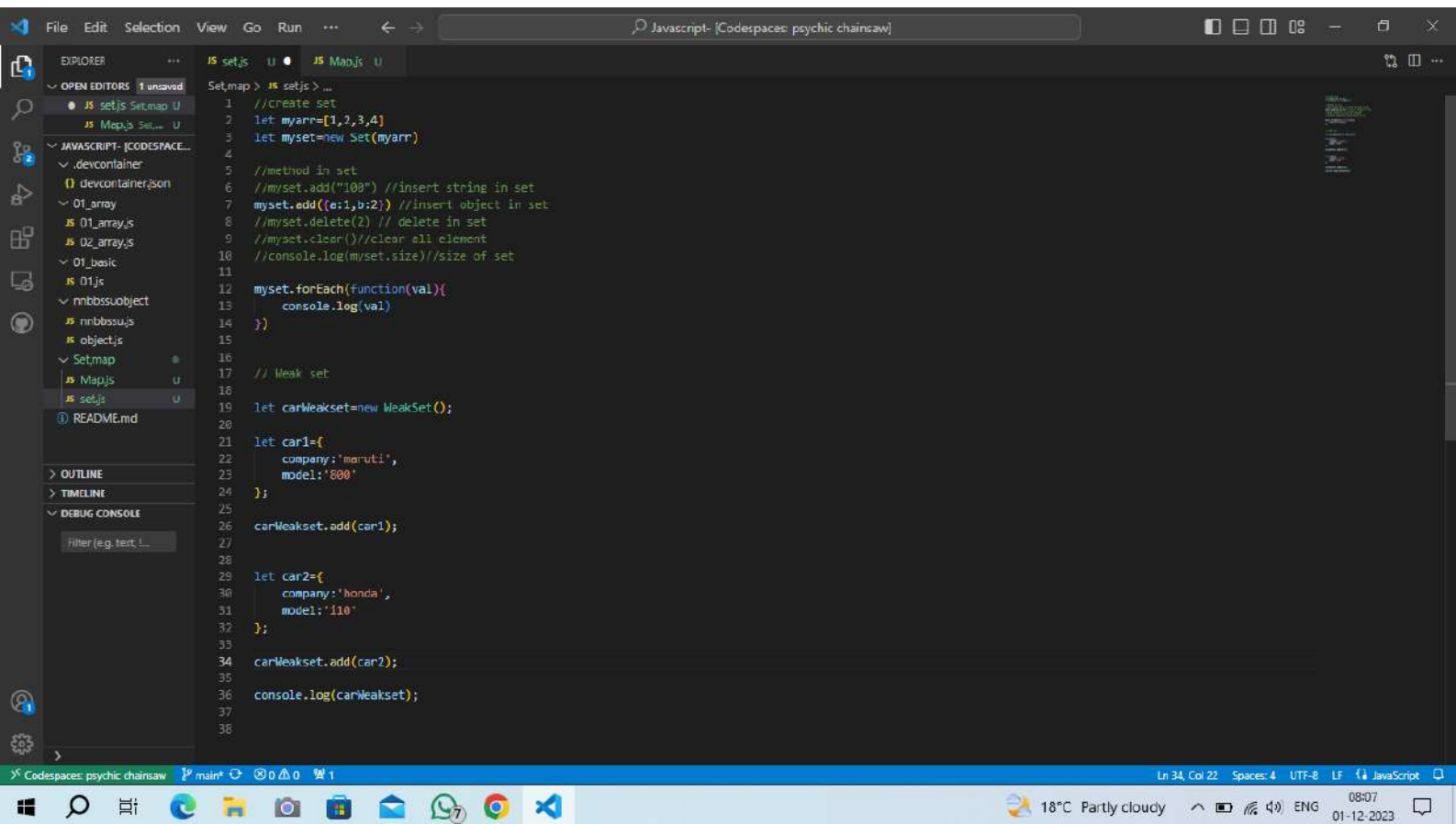
```
true + false           // 1
12 / "6"               // 2
"number" + 15 + 3      // 'number153'
15 + 3 + "number"      // '18number'
[1] > null              // true
"foo" + + "bar"        // 'fooNaN'
'true' == true          // false
false == 'false'       // false
null == ''             // false
!!"false" == !!"true"  // true
['x'] == 'x'           // true
[] + null + 1          // 'null1'
[1,2,3] == [1,2,3]     // false
{}+[]+{}+[1]           // '0[object Object]1'
!+[]+[]+![]            // 'truefalse'
new Date(0) - 0         // 0
new Date(0) + 0         // 'Thu Jan 01 1970 02:00:00(EET)0'
```

IMPLICIT

IMPLICIT V/S EXPLICIT COERSION

```
String(123)           // '123'  
String(-12.3)         // '-12.3'  
String(null)          // 'null'  
String(undefined)     // 'undefined'  
String(true)           // 'true'  
String(false)          // 'false'
```

EXPLICIT



File Edit Selection View Go Run ... ← → Javascript- [Codespaces: psychic chainsaw]

EXPLORER ... JS setjs U JS Mapjs U X

OPEN EDITORS 1 unsaved

- JS setjs Setmap U
- JS Mapjs Set... U

JAVASCRIPT- [CODESPACE...]

- .devcontainer
- devcontainer.json
- 01_array
- JS 01_arrayjs
- JS 02_arrayjs
- 01_basic
- JS 01.js
- nbbssuobject
- JS nbbssujs
- object.js
- Setmap
- JS Mapjs U
- JS setjs U

OUTLINE

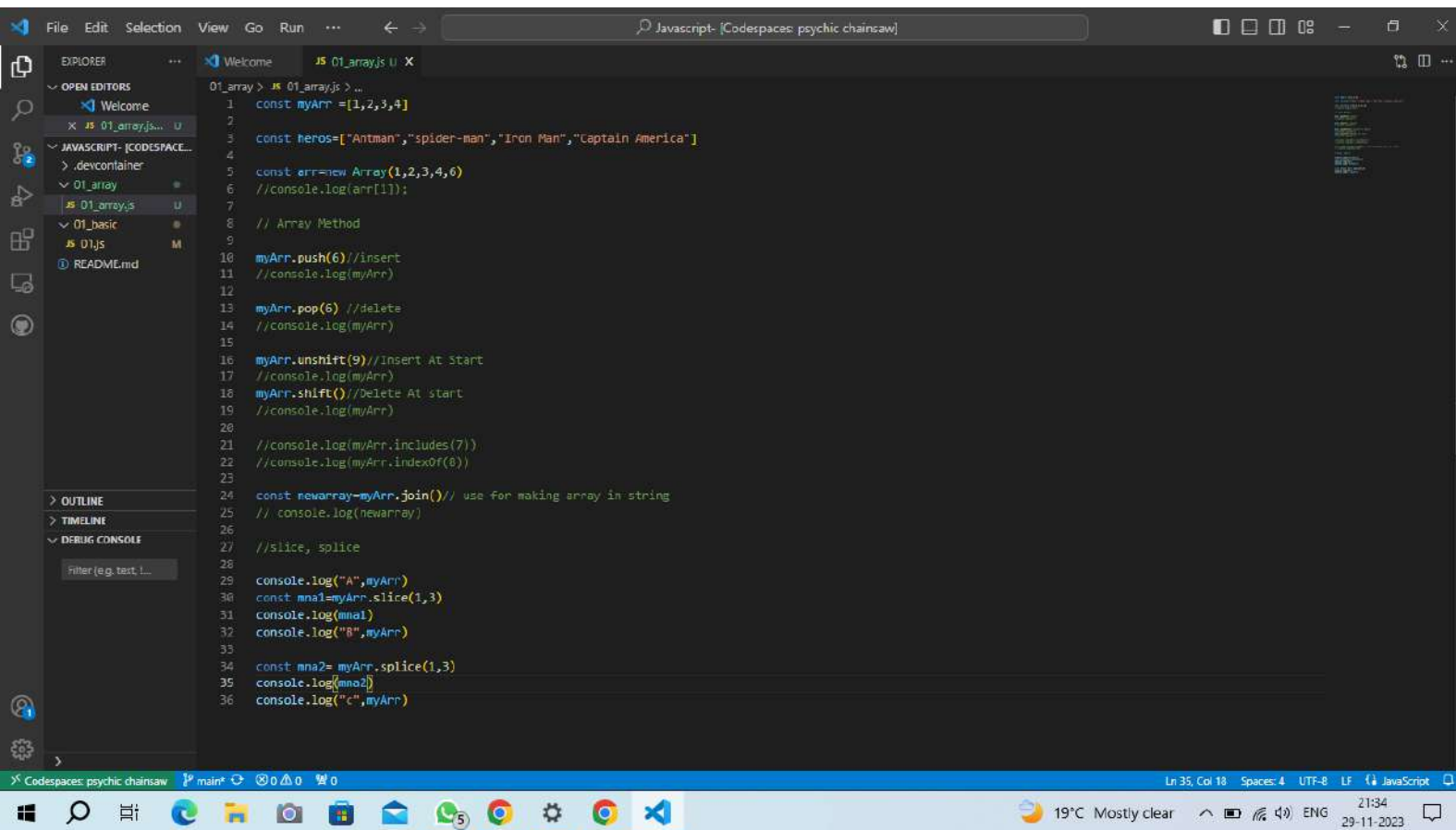
TIMELINE

DEBUG CONSOLE

Filter (e.g. text, l...)

```
Setmap > JS Mapjs > [0] car1
1 let mymap= new Map([["a1","hello"],["b1","Goodbye"]])
2 mymap.set("c3","Vaibhav")
3 mymap.delete("b1")
4 mymap.clear()
5 //console.log(mymap.size)
6
7 //weakmap
8 let carWeakMap=new WeakMap();
9 let key1={
10   id:1
11 }
12 let car1={
13   company:'maruti',
14   model:'800'
15 }
16
17 carWeakMap.set(key1,car1);
18
19 let key2={
20   id:2
21 }
22 let car2={
23   company:'maruti',
24   model:'800'
25 }
26
27 carWeakMap.set(key2,car2);
28 console.log(carWeakMap)
```

Codespaces: psychic chainsaw main 0 0 1 Ln 12, Col 11 Spaces: 4 UTF-8 LF JavaScript 18°C Partly cloudy 08:14 01-12-2023



File Edit Selection View Go Run ...

JavaScript- [Codespaces: psychic chainsaw]

EXPLORER

OPEN EDITORS 1 unsaved

- Welcome
- JS 01_arrayjs... U
- JS 02_arrayjs... U

JAVASCRIPT- (CODESPACE...)

- .devcontainer
- 01_array
 - JS 01_arrayjs U
 - JS 02_arrayjs U
- 01_basic
 - JS 01.js M
- README.md

OUTLINE

TIMELINE

DEBUG CONSOLE

Filter (e.g. text, l...)

01_array > JS 02_arrayjs > ...

```
1 //Array 2
2 const marvel_heros=["Thor","Iron-Man","Spider-Man"]
3 const dc=["Flash","superman","Batman"]
4
5 marvel_heros.push(dc)//array in array
6 console.log(marvel_heros)
7 const newarray=marvel_heros.concat(dc)
8 console.log(newarray)
9
10 const new_array=[...marvel_heros,...dc]
11 console.log(new_array)
12
13 const another_array=[1,2,3,[4,5],[5,6,[7,8]]]
14 const real_another_array=another_array.flat(Infinity)
15
16 console.log(real_another_array)
17
18 console.log(Array.from("Vaibhav"))
19 |
20 console.log(Array.isArray("vaibhav"))
21
22 let score1=100
23 let score2=200
24 let score3=300
25 console.log(Array.of(score1,score2,score3))
```

Codespaces: psychic chainsaw main

Ln 19, Col 1 Spaces: 4 UTF-8 LF JavaScript

19°C Mostly clear 22:04 29-11-2023

File Edit Selection View Go Run ... JavaScript- [Codespaces: automatic barnacle]

EXPLORER

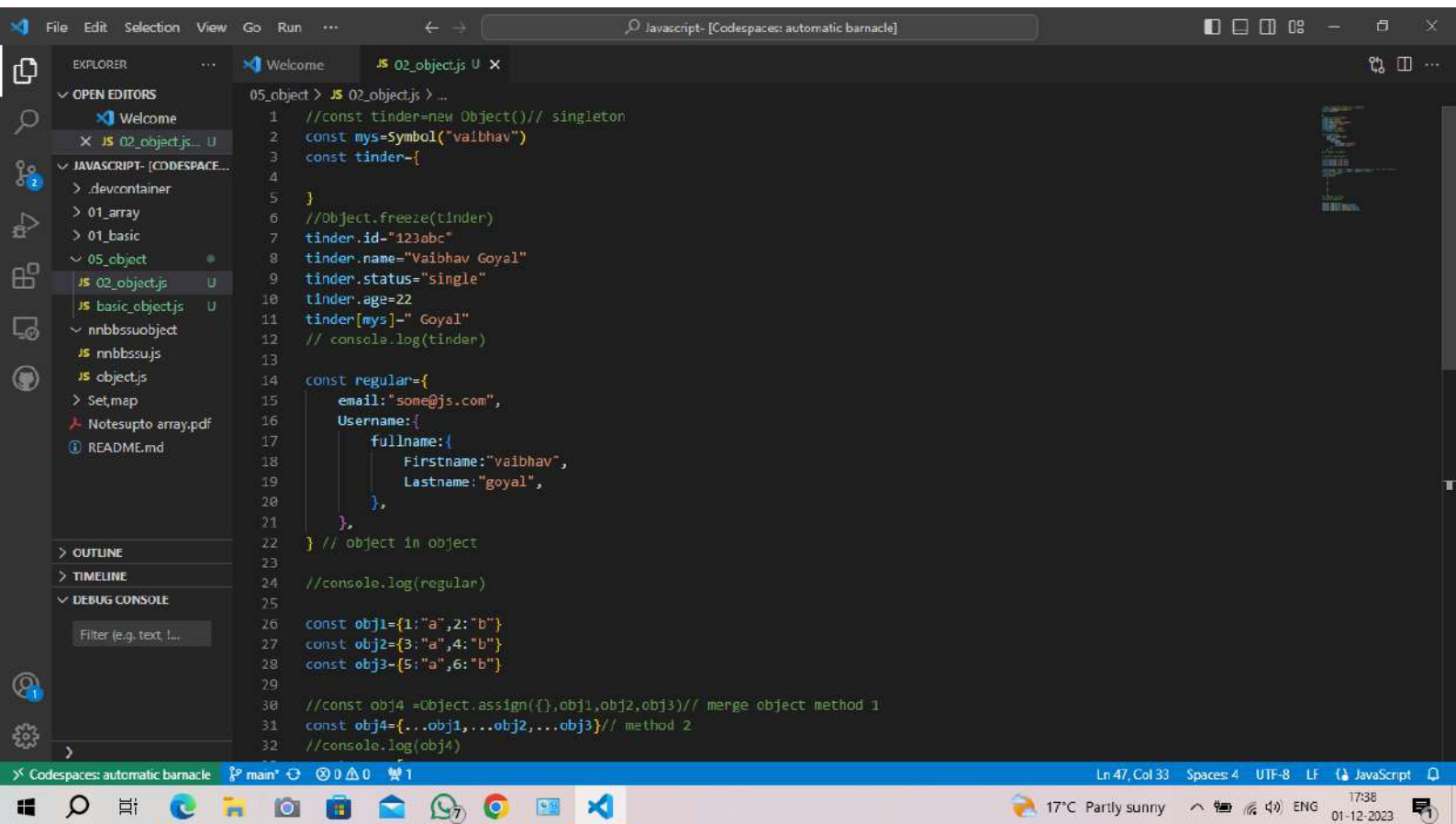
- OPEN EDITORS
 - Welcome
 - JS basic_object.js
 - JS object.js
- JAVASCRIPT- [CODESPACE...]
 - .devcontainer
 - 01_array
 - 01_basics
 - 05_object
 - JS basic_object.js
 - nmbssuobject
 - JS nmbssu.js
 - JS object.js
 - Setmap
 - Notesupto array.pdf
 - README.md
- OUTLINE
- TIMELINE
- DEBUG CONSOLE
 - Filter (e.g. test !...)

05_object > JS basic_object.js > g2

```
1 //Types Of Object are;-
2 //singleton
3 //Object.create
4
5 //object literals
6 const mys=Symbol("vaibhav");//that's how symbol initiate
7 const JsUser={
8   name:"Vaibhav",
9   lastname:"Goyal",
10  "fullname":"Vaibhav Goyal",
11  [mys]:"vaibhav", //symbol value insert
12  age:22,
13  location:"Delhi",
14  isLoggedIn:false,
15  email:"vaibhav2017goyal",
16  lastlogindays:["Monday","Tuesday"]
17 }
18
19 // console.log(JsUser.email)
20 // console.log(JsUser["email"])
21 // console.log(JsUser["fullname"])
22 // console.log(JsUser.fullname)
23 // console.log(JsUser[mys])//this method use to call symbols
24
25 JsUser.email="vaibhav2017goyal@gmail.com"
26 //Object.freeze(JsUser)//use for freeze object
27 JsUser.email="vaibhav2017goyal@yahoo.com"
28 //console.log(JsUser)
29
30 JsUser.g=function(){
31   console.log("hello Vaibhav ")
32 }
33 JsUser.g2=function(){
34   console.log(`hello Vaibhav ${this.lastname}`)
35 }
36
37
38 console.log(JsUser.g())
39 console.log(JsUser.g2())
```

Ln 34, Col 32 Spaces: 4 UTF-8 LF JavaScript

17°C Partly sunny 17:06 01-12-2023



File Edit Selection View Go Run ... Javascript- [Codespaces: automatic barnacle]

EXPLORER

OPEN EDITORS

- Welcome
- JS 02_objectjs U

JAVASCRIPT- [CODESPACE...]

- .devcontainer
- 01_array
- 01_basic
- 05_object
 - JS 02_objectjs U
 - JS basic_objectjs U
 - JS nmbssuobject
 - JS objectjs
- Set, map
- Notesupto array.pdf
- README.md

OUTLINE

TIMELINE

DEBUG CONSOLE

Filter (e.g. text, !...)

05_object > JS 02_objectjs > ...

```
23
24 //console.log(regular)
25
26 const obj1={1:"a",2:"b"}
27 const obj2={3:"a",4:"b"}
28 const obj3={5:"a",6:"b"}
29
30 //const obj4 =Object.assign({},obj1,obj2,obj3)// merge object method 1
31 const obj4={...obj1,...obj2,...obj3}// method 2
32 //console.log(obj4)
33 const user=[
34   {
35   },
36 },
37 {
38 },
39 },
40 {
41 },
42 }
43 ]// objects in array
44 //console.log(user)
45
46 console.log(tinder)
47 console.log(Object.keys(tinder))
48 console.log(Object.values(tinder))
49 console.log(Object.entries(tinder))
50 console.log(tinder.hasOwnProperty('name'))]
```

Ln 50, Col 42 Spaces: 4 UTF-8 LF JavaScript

17°C Partly sunny 17:40 01-12-2023

File Edit Selection View Go Run ... Javascript- [Codespaces: automatic barnacle]

EXPLORER

OPEN EDITORS 1 unsaved

- JS 01_function.js U

JAVASCRIPT- (CODESPACE...)

- .devcontainer
- 01_array
- 01_basic
- 05_object
- JS 02_object.js
- JS basic_object.js
- 06_fuction
 - JS 01_function.js U
 - nnbbssuobject
- Set,map
- JS Map.js
- JS set.js
- README.md

OUTLINE

TIMELINE

DEBUG CONSOLE

Filter (e.g. text, !...)

06_fuction > JS 01_function.js > ...

```
1 // function hello(){
2 //   console.log("v")
3 //   console.log("a")
4 //   console.log("i")
5 //   console.log("b")
6 //   console.log("h")
7 //   console.log("a")
8 //   console.log("v")
9 // } // Function make
10 // hello() // Function call
11
12 // function addtwonum(num1,num2){
13 //   console.log(num1+num2)
14 // }
15
16 // addtwonum(3,4)
17
18 // function addtwonum(num1,num2){
19 //   return num1+num2
20 // }
21 // console.log(addtwonum(3,4))
22
23 function username(username="san"){
24
25   if(!username){
26     console.log("Please Enter Valid Username")
27     return
28   }
29
30   return `${username} just login`
31 }
32 console.log(username())
```

Ln 32, Col 1 Spaces: 4 UTF-8 LF JavaScript

15°C Fog 08:44 02-12-2023

JavaScript - [Codespaces: automatic barnacle]

EXPLORER

OPEN EDITORS 1 unsaved

- JS 01_function.js U
- JS 02_function.js U

JAVASCRIPT - [CODESPACE...]

- .devcontainer
- 01_array
- 01_basic
- 05_object
 - JS 02_object.js
 - JS basic_object.js
- 06_fuction
 - JS 01_fuction.js U
 - JS 02_fuction.js U
- nbbssuobject
- Set,map
 - JS Map.js
 - JS set.js
- README.md

OUTLINE

TIMELINE

DEBUG CONSOLE

Filter (e.g. text, !...)

```
7
8 const obj={
9   name: "vaibhav",
10  price:"999"
11 }
12
13 function handleobj(anyobject){
14   //console.log(`${anyobject.name} is useername and price is ${anyobject.price}`)
15 }
16
17 handleobj({
18   name:"abc",
19   price:99
20 })
21
22 const newarray=new Array(100,200,300,400)
23
24 function handlearr(getarr){
25   console.log(getarr[1])
26 }
27
28 //handlearr(newarray)
29 handlearr([2,3,4,5,6])
```

Ln 28, Col 3 Spaces: 4 UTF-8 LF JavaScript

09:14 02-12-2023

File Edit Selection View Go Run ... Javascript- [Codespaces: laughing system]

EXPLORER

OPEN EDITORS

Javascript- (CODESPACE...)

07_scope > JS 01_scopejs > ...

```
1 //let a=2
2 //const b=3
3 var c=4
4
5 if(true){
6   let a=20
7   const b=30
8   c=40
9 }
10
11 //console.log(a)
12 //console.log(b)
13 console.log(c)
```

PROBLEMS OUTPUT TERMINAL PORTS 2 SEARCH TERMINAL OUTPUT COMMENTS

at Module._load (node:internal/modules/cjs/loader:938:12)
at Function.executeUserEntryPoint [as runMain] (node:internal/modules/run_main:83:12)
at node:internal/main/run_main_module:23:47

Node.js v20.9.0
@vaibhav2017goyal →/workspaces/Javascript- (main) \$ node 07_scope/01_scope.js
40
@vaibhav2017goyal →/workspaces/Javascript- (main) \$

Codespaces: laughing system main* 0 0 2 Share Code Link Generate Commit Message Comment Code Generate Repo Blackbox Search Terminal Output Spell tabnine starter Prettier

15°C Fog 17:50 02-12-2023

File Edit Selection View Go Run ... Javascript- [Codespaces: laughing system]

EXPLORER

OPEN EDITORS

- JS 01_scopejs... U
- JS 02_scopejs... U

JAVASCRIPT- [CODESPACE...]

- .devcontainer
- .vscode
- 01_basic
- 02_rnbbssuobject
- 03_Set_map
- 04_array
- 05_object
- 06_function
- 07_scope
- JS 01_scopejs U
- JS 02_scopejs U
- 08
- Notes upto objects.pdf
- README.md

07_scope > JS 02_scopejs > one

Click here to ask Blackbox to help you code faster

```
1 addone(5)
2 function addone(num1) {
3   return num1+1
4 }
5
6 //addtwo(5)
7 const addtwo=function (num2) { //addtwo(5)
8   return num2+2 //ReferenceError: Cannot access 'addtwo' before initialization
9 }
10
11 function one(){
12   const username="Vaibhav"
13   function two(){
14     const game="Bgmi"
15     console.log(username)
16   }
17   //console.log(game) //can't access outside function
18   two()
19 }
20 one()
21
22
```

PROBLEMS 2 OUTPUT TERMINAL PORTS 2 SEARCH TERMINAL OUTPUT

bash - Javascript- + v ... ^ X

```
at Module._load (node:internal/modules/cjs/loader:938:12)
at Function.executeUserEntryPoint [as runMain] (node:internal/modules/run_main:83:12)
at node:internal/main/run_main_module:23:47

Node.js v20.9.0
@vaibhav2017goyal →/workspaces/Javascript- (main) $ node 07_scope/02_scope.js
Vaibhav
@vaibhav2017goyal →/workspaces/Javascript- (main) $
```

Codespaces: laughing system main* 0 0 0 2 2 Share Code Link Generate Commit Message Comment Code Generate Repo Blackbox Search Terminal Output Blackbox 2 Spell Prettier

15°C Fog 18:07 02-12-2023

File Edit Selection View Go Run ... JavaScript - [Codespaces: laughing system]

EXPLORER

OPEN EDITORS 1 unsaved

Welcome

JS 01_this_arrow.js U

JAVASCRIPT- [CODESPACE...]

> 06_function

> 07_scope

> 08_this_arrow_f...

JS 01_this_arrow.js U

Notes upto objects.pdf

OUTLINE

TIMELINE

DEBUG CONSOLE

Filter (e.g. text, !...)

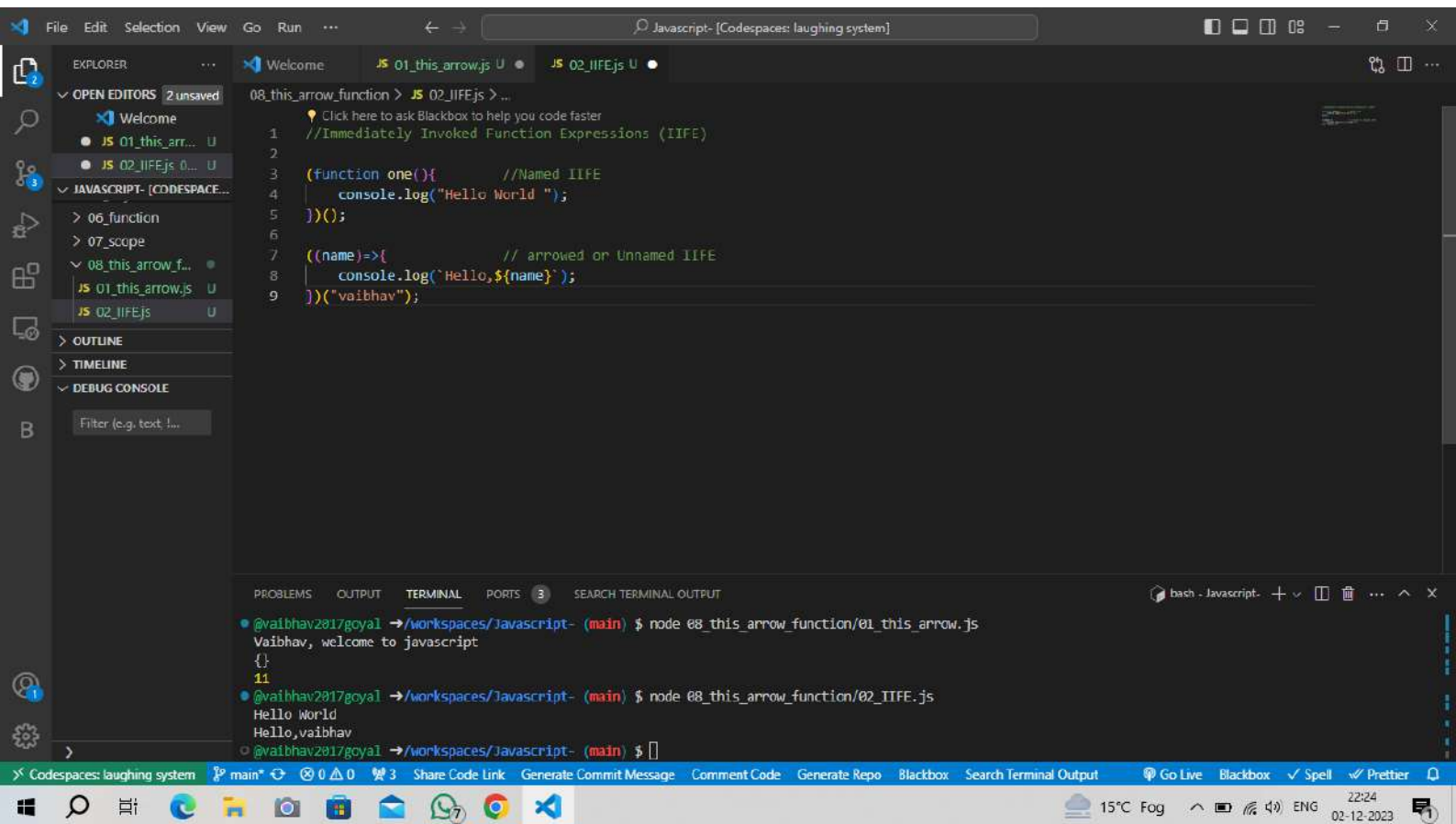
08_this_arrow_function > JS 01_this_arrow.js > user

Click here to ask Blackbox to help you code faster

```
1 const user={
2   name:"Vaibhav",
3   price:999,
4
5   welcomemessage: function(){
6     console.log(`${this.name}, welcome to javascript`);
7   }
8 }
9
10 user.welcomemessage()
11 // console.log(this)
12
13 //arrow function
14 // function ()={ } , ()=>{ }
15
16 // const add= (x,y)=>{return x+y;}//first method
17 const add= (x,y)=> x+y//second method use in react
18 console.log(add(5,6))
```

Codespaces: laughing system main* 0 0 3 Share Code Link Generate Commit Message Comment Code Generate Repo Blackbox Search Terminal Output Go Live Blackbox Spell Prettier

15°C Fog 22:16 02-12-2023



Javascript Execution Context

$\{ \}$ → Global EC ↖ this

↳ Global Execution Context

↳ Function Execution Context

↳ Eval Execution Context

`{ }` → Memory Creation Phase
→ Execution Phase

```
1 let val1 = 10
2 let val2 = 5
3 function addNum(num1, num2){
4   let total = num1 + num2
5   return total
6 }
7 let result1 = addNum(val1, val2)
8 let result2 = addNum(10, 2)
```



Screenflow File Edit Mark Clip Insert Actions Font Arrange View Window Help

New Tab X New Tab

Search Google or type a URL

9:41 AM Tue 9 Jan

① → Global Execution
↓
this

② Memory Phase

val1 → undefined
val2 → undefined
addNum → definition
result1 → undefined
result2 → undefined

③ Execution Phase

val1 ← 10
val2 ← 5
addNum →
result1 = 15

new variable environment
+
Execution thread

Delete

Memory Phase

val1 → undefined
val2 → undefined
total → undefined

Execution Context

num1 → 10
num2 → 5
total → 15

```
1 let val1 = 10
2 let val2 = 5
3 function addNum(num1, num2){
4   let total = num1 + num2
5   return total
6 }
7 let result1 = addNum(val1, val2)
8 let result2 = addNum(10, 2)
```


Screenflow File Edit Mark Clip Insert Actions Font Arrange View Window Help

New Tab X New Tab

Search Google or type a URL

9:41 AM Tue 9 Jan

Execution Thread

Delete

Memory Phase

val1 → undefined
val2 → undefined
total → undefined

Execution Context

num1 → 10
num2 → 5
total → 15

Memory Phase

Execution Phase

NVE + thread

total

ScreenFlow Tue 9 Jan 9:41 AM 100%

New Tab New Tab

Search Google or type a URL

Memory Phase Execution Phase + thread

Lifo

three()

two()

one()

Global Exec

The diagram is drawn on a dark grid background. At the top, a horizontal line spans across the frame. Below this line, three labels are positioned: 'Memory Phase' on the left, 'Execution Phase' in the center, and '+ thread' on the right. The '+ thread' label is enclosed in a rectangular box. Below the 'Execution Phase' label, there is a vertical stack of elements. A rectangular box contains the text 'three()', 'two()', and 'one()' stacked vertically. To the right of this box, the word 'Lifo' is written. Below the box, the text 'Global Exec' is written. In the bottom left corner, a video feed shows a man with a beard and dark hair, wearing a black t-shirt, holding a white marker. The video feed is partially obscured by the grid background.

File Edit Selection View Go Run ... JavaScript- [Codespaces: laughing system]

EXPLORER

OPEN EDITORS 1 unsaved

- JS 01_if_elsejs... U

JAVASCRIPT- (CODESPACE...)

- > .devcontainer
- > .vscode
- > 01_basic
- > 02_rnbbssuobject
- > 03_Set_map
- > 04_array
- > 05_object
- > 06_function
- > 07_scope
- > 08_this_arrow_function
- > 09_control_flow
- JS 01_if_elsejs U
- README.md

OUTLINE

TIMELINE

DEBUG CONSOLE

Filter (e.g. text, !...)

09_control_flow > JS 01_if_elsejs > ...

```
1 // const score=950
2 // if(score<250){
3 //   console.log('Less than 250');
4 // }
5 // else if(score<500){
6 //   console.log('Less than 500');
7 // }
8 // else if(score<750){
9 //   console.log('Less than 750');
10 // } else {
11 //   console.log('near 1000');
12 // }
13 const userlogin=true
14 const debitcard=true
15 const loginFromGoogle=true
16 const loginfromemail=false
17
18 if(userlogin&&debitcard&&loginFromGoogle){
19   console.log("All And Function True")
20 }
21 else if(userlogin&&debitcard&&loginfromemail){
22   console.log("due to true and false use in and so not run")
23 }
24 else if(userlogin &&debitcard&&loginfromemail||loginFromGoogle){
25   console.log("All And Or Function Use Successfully")
26 }
27 }else if(userlogin|| loginfromemail){
28   console.log("Or Function Use")
29 }
```

Codespaces: laughing system main* 11:01 0 0 0 13 3 Share Code Link Generate Commit Message Comment Code Generate Repo Blackbox Search Terminal Output Blackbox 13 Spell Prettier

15°C Fog 08:04 03-12-2023

File Edit Selection View Go Run ...

JavaScript- [Codespaces: laughing system]

EXPLORER

OPEN EDITORS 1 unsaved

- JS 01_if_elsejs... U
- JS 02_switchjs... U

JAVASCRIPT- [CODESPACE...]

- .devcontainer
- .vscode
- 01_basic
- 02_rnbbssuobject
- 03_Set_map
- 04_array
- 05_object
- 06_function
- 07_scope
- 08_this_arrow_function
- 09_control_flow
- JS 01_if_elsejs U
- JS 02_switchjs U
- README.md

OUTLINE

TIMELINE

DEBUG CONSOLE

Filter (e.g. text, !...)

09_control_flow > JS 02_switchjs > ...

Click here to ask Blackbox to help you code faster

```
1 // switch(key){
2 //   case value:
3 //     break;
4
5 //   default:
6 //     break;
7 // }
8 const month=3
9 switch(month){
10   case 1:
11     console.log("January")
12     break;
13   case 2:
14     console.log("February")
15     break;
16   case 3:
17     console.log("March")
18     break;
19   case 4:
20     console.log("april")
21     break;
22
23   default:
24     console.log("default match login")
25     break;
26 }
27
```

Codespaces: laughing system main* 11:01 0 0 0 13 3 Share Code Link Generate Commit Message Comment Code Generate Repo Blackbox Search Terminal Output Blackbox Spell Prettier

15°C Fog 08:11 03-12-2023

File Edit Selection View Go Run ... Javascript- [Codespaces: laughing system]

EXPLORER

OPEN EDITORS 2 unsaved

- JS 01_if_elsejs... U
- JS 02_switchjs... U
- JS 03_truthy_falsyjs... U

JAVASCRIPT- [CODESPACE...]

- .vscode
- 01_basic
- 02_nnbbsuobject
- 03_Set_map
- 04_array
- 05_object
- 06_function
- 07_scope
- 08_this_arrow_function
- 09_control_flow
 - JS 01_if_elsejs U
 - JS 02_switchjs U
 - JS 03_truthy_falsyjs U
- README.md

OUTLINE

TIMELINE

DEBUG CONSOLE

Filter (e.g. text, !...)

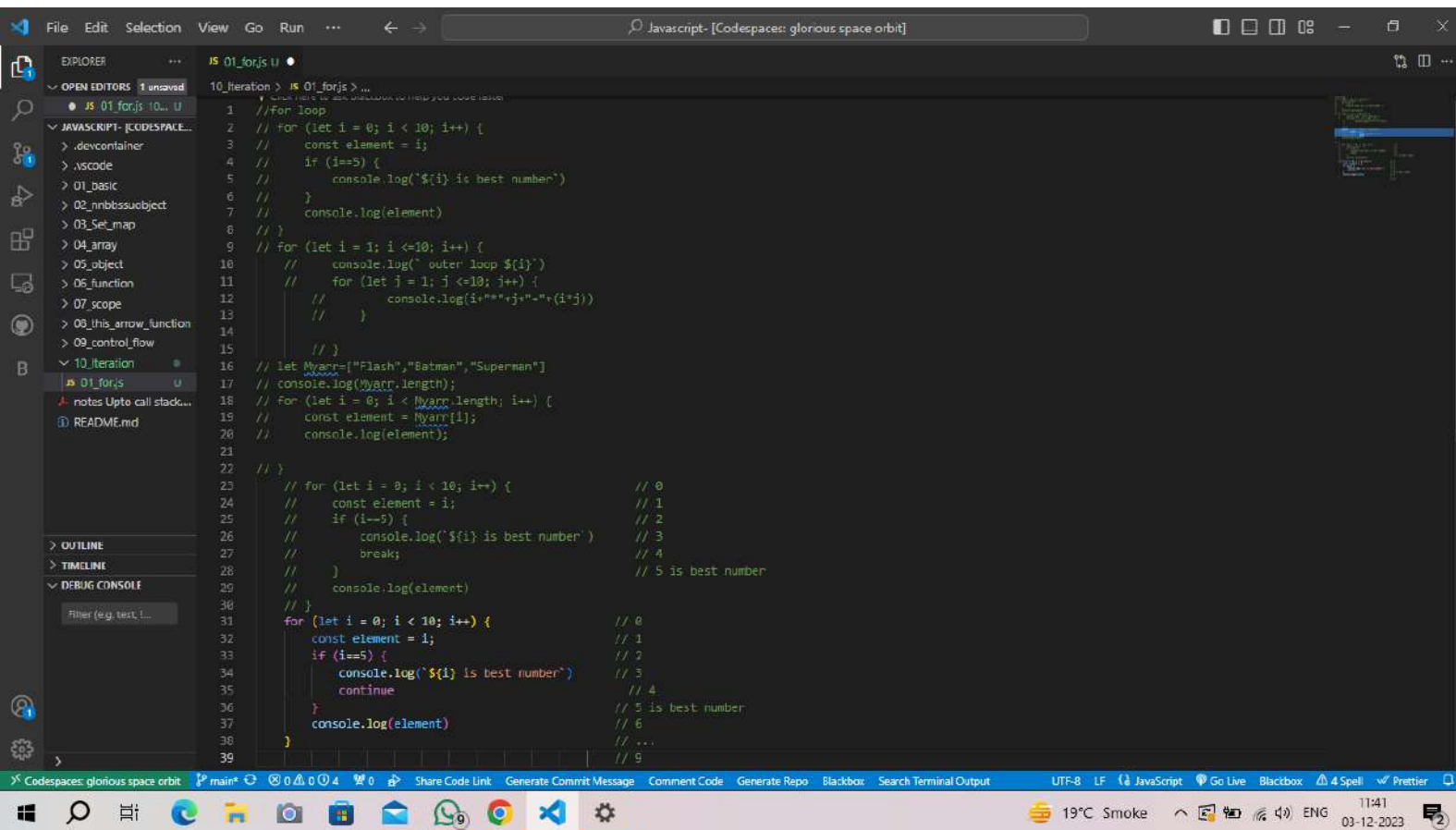
09_control_flow > JS 03_truthy_falsyjs > ...

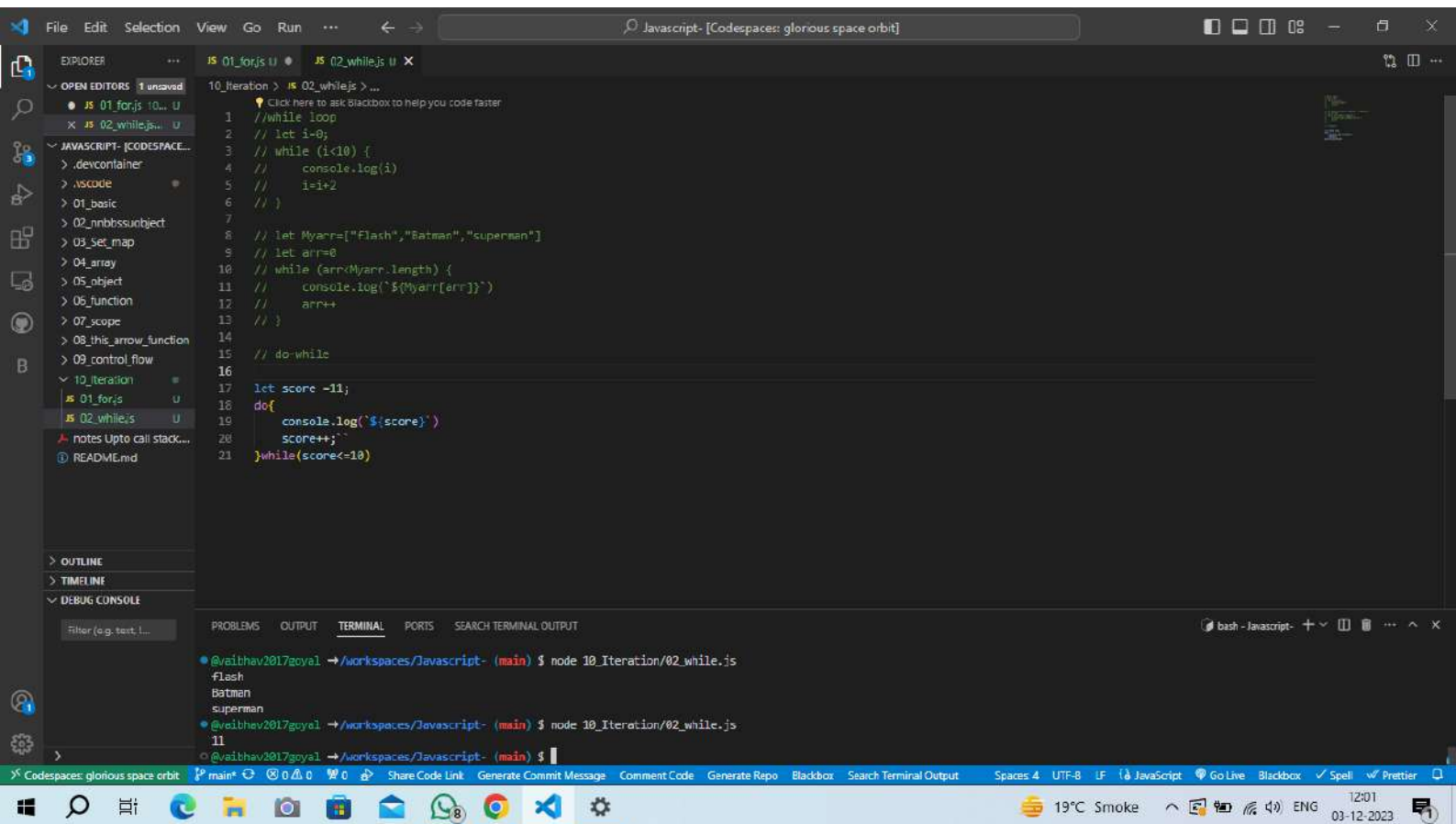
Click here to ask Blackbox to help you code faster

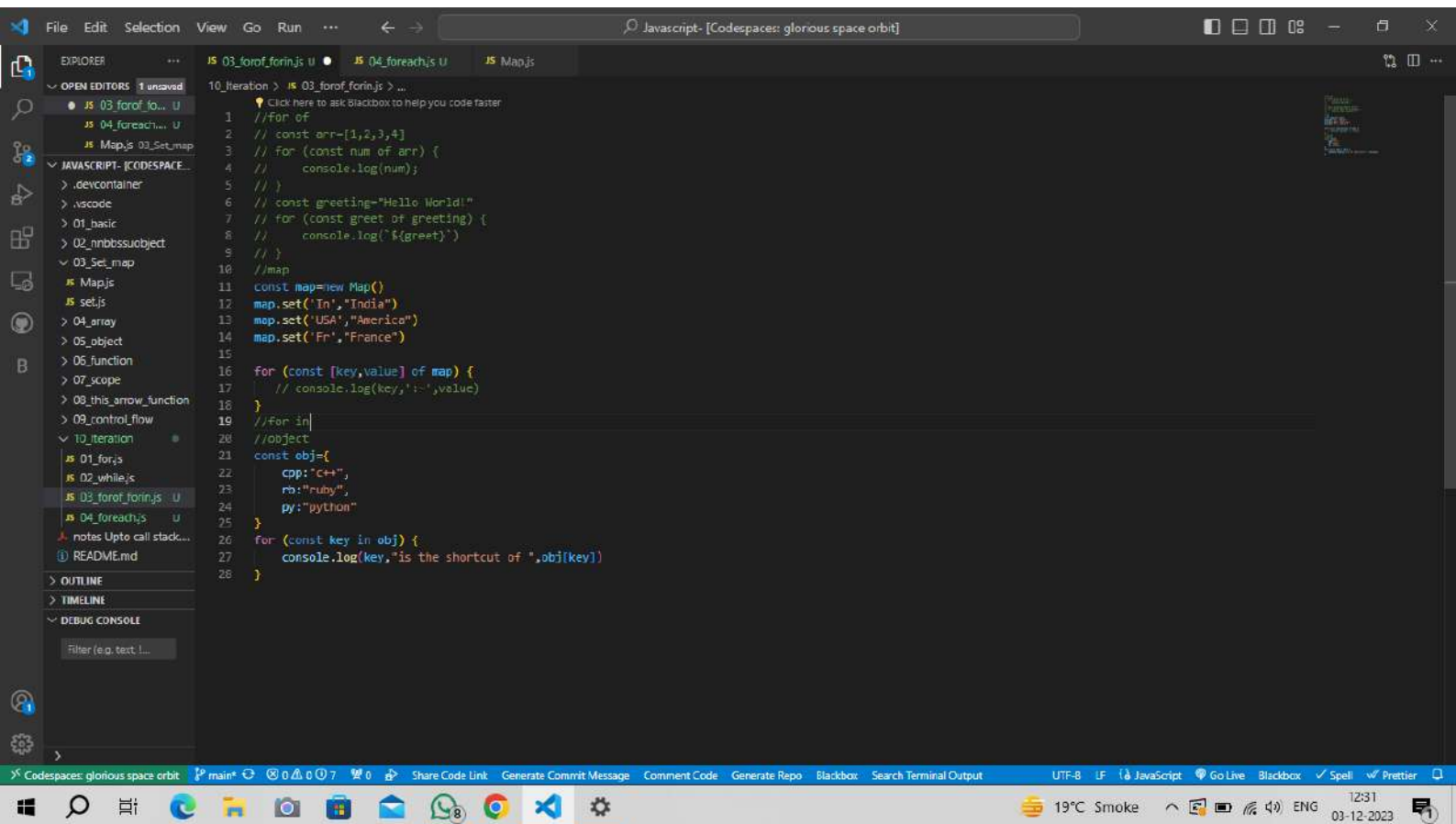
```
1 const userEmail = []
2
3 if (userEmail) {
4   console.log("Got user email");
5 } else {
6   console.log("Don't have user email");
7 }
8 // falsy values
9 // false, 0, -0, BigInt 0n, "", null, undefined, NaN
10
11 //truthy values
12 // "0", 'false', " ", [], {}, function(){}
13
14 // if (userEmail.length === 0) {
15 //   console.log("Array is empty");
16 // }
17
18 const emptyObj = {}
19
20 if (Object.keys(emptyObj).length === 0) {
21   console.log("Object is empty");
22 }
23
24 // Ternary Operator
25 // condition ? true : false
26 const iceTeaPrice = 100
27 iceTeaPrice <= 80 ? console.log("less than 80") : console.log("more than 80")
28
29 // val1 = 5 ?? 10
30 // val1 = null ?? 10
```

Codespaces: laughing system main* 11:01 0 0 0 14 3 Share Code Link Generate Commit Message Comment Code Generate Repo Blackbox Search Terminal Output Blackbox 1 Spell Prettier

15°C Fog 08:18 03-12-2023







File Edit Selection View Go Run ... JavaScript- [Codespaces: glorious space orbit]

EXPLORER JS 03_forof_forin.js JS 04_forEach.js M JS Map.js

OPEN EDITORS 1 unsaved JS 03_forof_forin.js JS 04_forEach.js M JS Map.js 03_Set_map

JAVASCRIPT- [CODESPACE]

.devcontainer .vscode 01_basic 02_numbssubject 03_Set_map JS Map.js JS set.js 04_array 05_object 06_function 07_scope 08_this_arrow_function 09_control_flow 10_iteration JS 01_for.js JS 02_while.js JS 03_forof_forin.js JS 04_forEach.js M notes Upto call stack... README.md

OUTLINE

TIMELINE

DEBUG CONSOLE Filter (e.g. text: ...)

```
10_iteration > JS 04_forEach.js > ...
1 //for each
2 const coding=["c++","ruby","python","java"]
3 // coding.forEach(function (val){
4 //   console.log(val)
5 // });
6 coding.forEach((val,index,arr)->{
7   //console.log(val,index,arr)
8 })
9 //filter
10 // const numbers=[10,20,30,40]
11 // const mynums=numbers.filter((val)=>{
12 //   return val<25
13 // })
14 // console.log(mynums)
15
16 // map
17 const nums=[10,20,30,40];
18 const mymap=nums.map((val)->{
19   return val+10
20 })
21 //console.log(mymap)//[ 20, 30, 40, 50 ]
22
23
24 const newNums = nums
25   .map((num) => num * 10 )
26   .map( (num) => num + 1)
27   .filter( (num) => num >= 240)
28
29 //console.log(newNums);//[ 301, 401 ]
30
31 const myNums = [1, 2, 3]
32
33 // const myTotal = myNums.reduce(function (acc, currrval) {
34 //   console.log("acc: ${acc} and currrval: ${currrval}");
35 //   return acc + currrval
36 // }, 0)
37 const myTotal = myNums.reduce( (acc, curr) => acc+curr, 0)
38 console.log(myTotal)
```

Codespaces: glorious space orbit main 0 0 0 23 0 0 Share Code Link Generate Commit Message Comment Code Generate Repo Blackbox Search Terminal Output UTF-8 LF JavaScript Go Live Blackbox 16 Spell Prettier

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