* **JavaScript Basics**

JavaScript is a language that turns a browser from a content display facilitator to a programming environment.

Main use of JS was always client-side form validation.

JS can also change styling of elements at runtime.

It provides control over HTML or browser objects and request server-side scripts to send required content to be displayed on the affected area of the browser, using ajax. <https://www.w3schools.com/xml/ajax_intro.asp>

JS is primarily an event-driven, blocking (synchronous), single credit programming language.

JS is written under script tags. There are two places in your webpage where you can keep your script tags:

1. Inside <body> and that too preferably at the last.
2. Inside <head>

* **Using arguments property of an array**

1. The arguments of a function are maintained in an array named “arguments.”
2. Total number of arguments in a function can be known by using arguments.length statement.
3. You can call a function with more arguments than it is formally declared to accept, this property is useful when you do not know in advance how many arguments will be passed to a function.

* **Object VS Reference Variable**

Class: It is a blueprint (structure)

Object: It is an instance of a class

Objects and hence arrays are reference types. Here hobbies are actually holding a reference to a location where

Since by pushing an element, the pointer does not change therefore no error was generated.

* **Spread and rest operator**

The spread operator (syntax: “…”) it takes an array and pull out all the elementsa dn gives them bas a list of values.

The rest operator (syntax: “…”)

* **Closure**

A closure is a feature in JavaScript through which an inner function has access to outer functions variables. This access from inner to outer function variables is called “Scope chain.”

A closure has 3 scope chains:

1. Access to its own scope
2. Access to the outer function variables
3. Access to the global variables.

* **Can we make private variable in JavaScript?**

Yes, we can make it using closure property and self-invoking function.