

## i. Study guide

The screenshot shows a web application titled "JavaScript Control Flow and Conditional Statements". The interface is divided into three main sections: Sources, Chat, and Studio > Report.

- Sources:** Contains a search bar, a list of sources (including "web lecture.docx"), and a "Try Deep Research" button.
- Chat:** Displays a chat window with a message from the AI assistant: "The provided document outlines a lecture plan for a B.TECH (SoCE) course on Web Development Fundamentals at Rungta International Skills University, focusing specifically on JavaScript Control Flow. The instructional material, prepared by Prof. Ishita Gupta, is designed to teach students how to use conditional statements to govern program execution, ensuring they can apply concepts like if, if-else, and switch statements to create programs that make decisions based on user input or data." Below the chat window is a "Start typing..." input field.
- Studio > Report:** Displays a report titled "Study Guide: JavaScript Control Flow and Conditional Statements" based on 1 source. The report includes a "Short-Answer Quiz" with 7 questions. The first question is: "What is 'control flow' in programming, and how does it differ from sequential execution?" The second question is: "Explain the primary purpose of the if statement in JavaScript." The third question is: "How does an if-else statement extend the functionality of a simple if statement?" The fourth question is: "When is it appropriate to use an if-else if-else ladder structure?" The fifth question is: "Describe what a nested if statement is and provide a scenario where it would be useful." The sixth question is: "What is the main function of the switch statement, and how is it a readable alternative to other conditional structures?" The seventh question is: "What is the role of the break statement within a switch statement?" Below the quiz are "Good report" and "Bad report" buttons.

At the bottom of the interface, there is a disclaimer: "NotebookLM can be inaccurate; please double-check its responses."

## ii. Flashcards: -

The screenshot shows a web application titled "Flow Flashcards" based on 1 source. The interface is designed for a flashcard review session.

- Flashcard:** A central black card with white text that reads: "What is the definition of 'control flow' in programming?". Below the card is a "See answer" button.
- Navigation:** A horizontal bar with a left arrow, a right arrow, and a "Press 'Space' to flip, 'i' / 'o' to navigate" instruction.
- Progress:** A progress bar at the bottom indicates "1 / 40 cards".
- Buttons:** "Restart" and "Download" buttons are located at the bottom left.
- Feedback:** "Good content" and "Bad content" buttons are located at the bottom right.

At the bottom of the interface, there is a disclaimer: "NotebookLM can be inaccurate; please double-check its responses."

### iii. Mind Map: -

