12 feb → T3 Javascript Refresher

Node → Ryan Dohl

JS → language

Ecmascript → It is specification

Coniuse. Com
    ↳ which browser support methods or not

JS- refresher JS

Console. log ('Hello world !').

// Code Structure
// Kebob - Cose file names : use semi-colon

// Topic : Comment
// Interns should not force this logic

/* */
    ↳ multiline comment

Tips for Comments

Comment - Tips
- overall architecture, high-level view
- function usage
- important solution, especially code for immediately obvious.

Avoid - tips:
-- That tell "how code works" and "what is does".
- Put them in only if it's impossible to make the code.

Strict Mode

ऽ Javascript पुराने - Abhi को साथ मे लेके
  -का रहा था साथ मे नया फीचर भी
  चल रही थी

  बाद मे 2009 मे ES5 आया जो की
  नीचे आया . जो कुछ पुराने चीजो को
  Block किया.

ll जो keep old option running - new feature
   are turned off by default

∧ "Use Strict" → always use at top

// "no use strict"

ऐसा कुछ नहीं होता

// JS → Class, Modules

variables

Steps → create, store, use, modify

let naam;

let myfavLang;

myfavLang = 'Javascript'

Console.log(myfavLang)

myfavLang = "Typescript"

Console.log (' After learning its my fav is: ", myfavLang);

// Good Practice
// Use CamelCase for variables name
// Rules for Identifiers

Identifier

↳ All variables must be identified with unique name. Then unique name Calls

Identifier.

Rules for identifier

- Cannot be a reserved keyword
- Should be meaningful
- Identifier must

Upper Case cant

- किसी variable की value constant होगी
  उसका variable name capital में लिखो।

const HISBIRTHDAY = "12 March";

const PI = 3.14759;

console.log(Math.PI)

DATA TYPES

There are 8 Basic data types of in Javascript

Seven Primitive data types

- number for number
- BigInt for integer number
- String for string
- boolean for true/false
- null for unknown value
- undefined for unassigned value

- Dymbol for unique Identifier

Add one non-primitive data types

Object for more complex

|| Topic - Data Types

|| Number — Integer , float

let myNum = 45.65;

|| INFINITY, -INFINITY and NaN

console.log (1/0)

console.log (6 | "not a number")

|| console.log (Non +1)

console.log (Non * *0): "||

  ↳ Non° → 1

||| Bigint

$2^{53} - 1 = 9007199254740991$

" - $(2^{53}-1)$ → -9007199254740990

let bigBoroluu = 9007199254740948855486
                           49587;
                           ↳ Digit

```
/// String

let String = " I am Singh'

let double = " I am double".

let boolette = 'String Interpolation';


Console.log (` my Name is @{Singh}
unknown word


Usiga -2 class        Logic


// Boolean

    let isPassed = true;
    let pijush Passign = False


// Null (empty, unknown)
    let Partner = null;


// undefined (value not assigned)
    let bodyCount;


    let x = 12;
    x = undefined;
    Console.log (x);
```

undefined से ज्यादा null पर डाली

// Symbol

// से create unique Identifier of

// Object

const Person = {

name : "ak",

age : 25,

isAlive = true;

Primitive Type

}

N-t   undefined है + व odd है
        तभी भी New

, String के आगे कुछ है

और String को Number में

Convert करेगा "" तो किन्

Topic - operator

operator - (+ - . / . *)

operate - on which we apply (for
  eg. in a+b . a & b are op erands)

Unary :- an operator is used with it
    ——for a single operand.

Binary : double operand

Ternary :- Short hand if else

console.log (10 * * 3);
        ⤷ 10³ (10 value to 3)

console.log (5 + "3") : "53"