

JavaScript Error Log

`-fireapi.app`

Const SuperName = 'Dipak';

Console.warn ("Warning: firepoint  
evidence detected")  
↳ to warn

Console.error ("Warning")

Const evidence = [{}];  
↳ array of object

Console.group ("Group Started")

↳ log के लाये group में जाना - ऐसा हो

Console.log ("1")

Console.log ("2")

Console.log ("3")

Console.group ("group end")

↳ इस group के Console की तरह है

Pointers

Console.log → pointer  
not  
↳ work is  
to point  
something

→ Job ना carry की  
object हो ना

Console.table (evidence)

→ Console.group"

Console.time ("time start now")

let dnmatches = 0;

```
for (let i=0; i<100_000; i++) {  
    dnmatches++  
}
```

{  
 100000  
 or  
 10\_00\_00  
} → JS box  
allow

Console.timeEnd ("time end now")

Console.log ("Choice")

Console.log ("Chet Code")

Console.log ("Chet Code")

Console.error ("Chet Code")

(1)

## Old-variable DJ's

var ShipName = "The Amber"

Console.log()

let CrewCount = 12;

var → deprecate →  
ES6 by

let → reassignable  
→ block scope

const → block scope  
→ constant

if (true) {

var leafyTreasure = "Gold Coin";

}

Globally (leafyTreasure)

↳ Scopably *i*

at Point

Gold coin

Another issue with var

for (var i=0; i<10; i++)

{  
  //

↳ this i is global not blocked scope

so this can cause trouble for

Developer

Naming

↳ No matter how you write variable name

but some standard which preferred to use developer.

let shipSpeed = 22;

let - package = "secret"

let MONGODB\_URI = ""

→ underscore  
↳ या या बाबा  
use T क्ला तो।  
&

```
let frame = "Virol"
```

const treasureChest = {

gold: 100,

dubin: 50,

mops: 2

3

, treasure chest variable

Let's construct to

at f5 gold, dubbin

and gold value

you can change

allow

treasureChest - gold = 150;

allow

treasureChest = {gold: 50};

const crewRoster = ["Apolo", "fisherman", "Pandline"]

Apolo ← CrewRoster . push ("Stubborn")

Apolo ← CrewRoster [0] = "Virol"

CrewRoster = ["Someone"]

Not allowed

## 03 - datatype.js

Coral weaponName = "flame sword"

datatype ("Weapon:", weaponName, "1-type:", type  
weaponName);

Coral attackPower = 75

Coral attackUpgrade = 1.5,

किसी भी number को पर्हे न करा गत datatype

Number → Digit का रूप हो।

Coral attackPower = 75n;

let bonusEffect; → undefined

let curseStatus = null; → intentionally absent

null  
यह यह temp. नहीं गया है तो जब जाएगा 0

means too  
@10

so cur null

|| Null जो datatype Object हो जाए है,  
जब वह JS Object होता है तो  
actually object जैसा होगा।

## Symbol

Gr1 UniqueRUNEId = Symbol("runo-of-size")

RUNE

↳ set of related  
alphabet

Containing ("RUNE", UniqueRUNEId)

↳ Unique address  
मिनग हैं

RUNE: Symbol("runo-of-size")

इसपर toString() पर लगा दे

Containing ("RUNE", UniqueRUNEId toString())

data types part

प्राथमिक  
—  
↳ 2 type

- ① primitive
- ② non primitive

Conc) - herobrine = {

Name: "Dopple",

Level: 12,

Class: "Raider"

}

Graholog ("Hero", Aerostat), " | typ.", typecast teraketh);

Ghost inventory = C("flame sword", "Health Potion",  
"Shield");

Graholog ("inventory": "", inventory" | typecast  
inventory);

function castspell () { return "Fireball" };

Graholog (typcast comspell)

↳ Function

↳ function at datatype P.

function for cast casting

all thing or object

Graholog (typcast "clickable")

Graholog (typcast 42)

Graholog (typcast 42)

Graholog (typcast true)

Graholog (typcast undefined)

Graholog (typcast null)

Graholog (typcast function (1, 2))

↳ no Dora + click event to fire  
function datatype -> function

Object के दोनों जटिलताएँ  
ही हैं।

## Copy :

Let originalHP = 100;

Let CloneHP = originalHP

CloneHP = 80

ControlLog ("original HP", originalHP) // 100

ControlLog ("Clone HP", CloneHP) // 80

Global ThreadIndependent GPy

Carrot originalSword = {

name : "Flame sword",

damage : 75,

typeOfInv : "fire"

}

Cast CloneSword = OriginalSword;

CloneSword.damage = 100;

ControlLog ("original Sword", originalSword.damage);

original doesn't damage करी दिए।।।

या पर बदल गए।

Note

- ↳ जब object copy होता है तो Reference भी है
- ↳ How can : Copy object - but not Changes  
~~of~~ original object.

Get'0

const armororiginal = {

name: "Iron Plate",

defence: 80,

buff: {

fire: 10,

},  
3

const armorycopy = {... armororiginal }

↳ Called Spread Operator

armorCopy, buff, fire = 90;

Groot potionoriginal = { name: "Health", effects: {  
health: 40, strength: 30 } }

Groot potionGPY = StructureClone (potionoriginal)

~~#~~ Primitive

Copy by volume

→ Non-Pointing.

Cry by  
affection

## Structuralism

↳ oft clone fail

object (deep level  
GPy)

~~typical~~ = next "05"

~~Typ. null = "Object"~~

↳ legacy - bug

) value ->

Comparison F541

संस्कृत नाम

गोपी

લોક

Weather = null

04-number-11

Great Crocflumber = 40;

$$G_{10t} + f_{uel\,T0h0} = 142.42$$

$$C_{12} + C_{13} - 2C_{11} = 299 - 888 - 999$$

↳ २) Readability:

299888999 81

ପ୍ରକାଶ

Grat Infinit Range = Infinity

Grat negativeRange = -Infinity

Grat notANumber = NaN

[Ans] q) Nat of Number तो ~~कौन सी~~ का जाएँगे वह एवं क्या

$$\text{NaN} = \text{NaN}$$

Grat(1%)  
↳ infinity

\* Number तो datatype वा q) वो method

Grat.log (Number : MAX\_SAFE\_INTEGER);

Grat.log (Number : MIN\_SAFE\_INTEGER);

Grat.log (Number : POSITIVE\_INFINITY);  
↳ H.W of +infinity

Formatting and Conversion

Grat.toFixed = "142.75" tos,

Grat.toOctal = .

Grat.toChar = "A3",

Grat.CountDown = "00";

Grat.log (Percent (CountDown))

↳ इसका Nat(00)

Grat.log (Parity ("111", 2))

↳  $\begin{array}{|c|} \hline 2^{111} \\ \hline b \text{ base} \\ \hline \end{array}$

Gravit. log (Present (Second Gele))

↳ 63

[ Math ]

G121 → Thrust force = 4.567

Gravit. log (math. round (ThrustForce))

Gravit. log (math. floor (ThrustForce))

Gravit. log (math. ceil (ThrustForce))

Gravit. log (math. trunc (ThrustForce))

G121 temps: [-120, 43, 5G, -23]

Gravit. log (math. min (Temps))

Gravit. log (math. max (Temps))

Gravit. log (0.1 + 0.2);

Gravit. log (0.1 + 0.2 ≈ 0.3);

0.30000000 . . . 9

→ force → value + true आना था  
true + के form value की है

~~-forever almost legal (a, b) {~~

return Math.abs (a - b) < Number · EPSILON;

}

Gradually (

Note

Every Goto does → big problem is to  
Goto execution so try all one code (Z0)

[Zed0].

05- Spring.js

Goto GotoName = "shadow for":

Goto -backName = String ('Night owl')

Goto templateName = > Agent \${GotoName}'

↳ String  
Interpretation

Let intercepted = "HALLO";

intercepted[0] = "J"; // Silent - fail

Goto → (intercepted):

→ HALLO ↴

Const SecretCode = "OMEGA-7"

Console.log (secretCode + length)

Contol. log (Secret Gde. ChorAT (99)) is [ ] → blank space

Amol. Log (secret Gob. At (-1))

↳ q+ accept  $\leftarrow$  ve indicating

Cardiac Log (Second Card (997))

↳ undefined

Great snowProkromision = "The Eagle has landed?"

Gratobala (see Promissio). followen Case (1).

```

    } Get orders = "Move - North | hold - position | detect - zip"
    } Get orderList = orders.split ("|");
    } GradeLog ("SPLIT", orderList);
    } Get myDataValue = "SOS" + SPLIT ("");
    } GradeLog (typeof myDataValue);
    } GradeLog (Array.isArray (myDataValue));
  
```

Const missionNumber = '42' (6, "0"));

Console.log(missionNumber, padStart(6))

((  
↓

000042

Note

String → immutable

↳ When you perform something on  
string → then each perform get  
new string

→ Social (Template Literal)

Const op11Code = `

++ = - - - - -

| spell: \${myData.value} |

Const profile = ` \${checker ? "true-value" : "false-value"}`

## Interview

Chalo. log (void o);

(↳ undefined)

Chalo. log (void "hitesh");

(↳ undefined)

declaration

↓

let a;

let a = 0;

(↳ initializatio

(x=7)

↳ exp-ation

const generalStore = {name: "Kishore", goods: 23};

Chalo. log (generalStore);

generalStore = null;

Chalo. log (generalStore)

undefined and null करने में क्या

changes होते हैं memory में

↳ undefined → अपने नवी लिए जाते हैं  
→ memory में small part capture

null → पुलारे Relation Object के

एक शब्द लगता है,

H.W

method  
Array Assignment

Conditions:

Const PlayerHealth = 75

Const Handshield = true

Const HasSword = false

if (PlayerHealth <= 30 || !HasShield) {

}

Const isBeggedIn = true;

Const HasGardenAccess = false;

if (isBeggedIn && !HasGardenAccess) {

    // allowed to water vines

}

Const CanBeCaught = true

EE operations  
if true then  
false return  
false if  
true return  
not true