JavaScript Mastery

Web Dev Mastery

JavaScript Mastery

With 5 Projects & 2 GAME

{WDM}
Learn To Code

JavaScript Mastery

Web Dev Mastery

Environment SetUp :-

+

+

Js Environment

Code Editor

Browser

{WDM}
Learn To Code

First Js Code :-

Console.log is used to log (print) a message to the console

```
console.log("Web Dev Mastery / Suman");
```

Comments In Js :-

Part of Code which is not executed

```
// This is Single line comment

/* This is Single multi - line
        comment */
```

Variables In JS :-

Variables are just like containers to Store the data

- **Numbers** [{ -∞, +∞ } => Pincode , Mobile No., PAN, Bank Balance]
- **Strings** [‘a’ , ‘1’ , ‘@’ , “Suman” , “Web Dev Mastery”, “9843.2”]

Variables Rules :-

- Variable names are case sensitive; “a” & “A” is different.
- Only letters, digits, underscore (_) and $ is allowed (not even space).
- Only a letter, underscore (_) or $ should be 1st character.
- Reserved words cannot be variable names.

let, const & var :-

var : Variable can be re-declared & updated. A global scope variable.

let : Variable cannot be re-declared but can be updated. A block scope variable.

const : Variable cannot be re-declared or updated. A block scope variable.

Data Types In JS:-

JavaScript has 8 Datatypes

- String
- Number
- Bigint
- Boolean
- Undefined
- Null
- Symbol
- Object

JavaScript Types are Dynamic

Example

```
let x;    // Now x is undefined
x = 5;   // Now x is a Number
x = "John";    // Now x is a String
```

Note:- typeof - operator

OPerators In JS:-

Operators are Used to perform some operation on data

- Arithmetic Operators
- Assignment Operators
- Comparison Operators
- Logical Operators
- Ternary Operator

OPerators In JS:-

Arithmetic Operators

+ , - , * , / , %

- Increment (+)
- Decrement (-)
- Multiply (*)
- Divide (/)
- Modulus (%)

OPerators In JS:-

Assignment Operators

1. =
2. +=
3. -=
4. *=
5. %=
6. **=

OPerators In JS:-

Comparison Operators

= = , ! = , = = = , ! = = , > , > = , < , < =

- Dobule Equal to (==) Only compare the value
- Tripple Equal to (===) Compare value & Data type
- Not Equal to (!=)
- Not Equql & Type (!==)
- Modulus (%)

Note :- == & === are not same

OPerators In JS:-

Logical Operators

- Logical AND &&
- Logical OR ||
- Logical NOT !

OPerators In JS:-

Ternary Operators

( ) ? ( ) : ( )

condition ? true output : false output

```
const  result =  marks  > 40 ? “pass” : “fail”
```

Template literal In JS:-

Template literal

```
const name =  "Suman"
const Id =  "22MCA10142"   // Using template literals
const greeting = `Hello, my name is ${name} and my Id ${Id}`;
console.log( greeting )
```

Conditional Statements In JS :-

If Statements

```
if (condition) {
// block of code to be executed if the condition is true
}
```

```
let greeting;
if (hour == 9) {
 greeting = "Good morning";
}
```

Conditional Statements In JS :-

If - else Statements

```
if (condition) { // block of code to be executed if the condition is true }
    else { // block of code to be executed if the condition is false }
```

```
let greeting;
if (hour == 9) { greeting = "Good morning"; }
else { greeting = "Good Afternoon"; }
```

Conditional Statements In JS :-

else - if Statements

```
if ( experience < 1 ) {
console.log( " Fresher Dev " );
 } else if ( experience > 2 ) {
console.log( " Senior Dev " );
} else { console.log ( " Berozgaar" );
  }
```

Conditional Statements In JS :-

Switch Statements

```
switch(expression) {
  case x:
    // code block
    break;
  case y:
    // code block
    break;
  default:
    // code block
}
```

```
switch (new Date().getDay()) {
  case 0:
    day = "Sunday";
    break;
  case 1:
    day = "Monday";
    break;
  case 2:
    day = "Tuesday";
    break;
  case 3:
    day = "Wednesday";
    break }
```

Loops In JS :-

Loops are used to execute a piece of code again & again

- for
- while
- do - while
- for - in
- for - of
- for each

Loops In JS :-

for Loop

A for loop is commonly used when the number of iterations is known .
It consists of three parts: initialization, condition, and final expression.

```
for ( initialization; condition; finalExpression )
{  // code to be executed }
```

Loops In JS :-

for Loop

```
for ( let i = 0 ; i < 5 ; i++)
{  console.log( i )
}
```

Loops In JS :-

while Loop

Repeats a block of code as long as a specified condition is true

```
while (condition) {
// code runs while condition is true
}
```

Loops In JS :-

while Loop

```
let i = 0;
while ( i<5 ) {
 console.log(i)
i++
}
```

Loops In JS :-

do while Loop

A do-while loop is similar to the while loop, but it checks the condition after executing the code block, ensuring the code runs at least once.

```
do {
// code to be executed
} while (condition);
```

Loops In JS :-

do while Loop

```
let i = 0;
do {
console.log(i);
i++;
 } while (i < 5);
```

Function's In JS :-

Function's

A function is a block of code designed to perform a particular task.

It is executed when it is invoked or called.

Function's In JS :-

Function Definition

```
function function_Name( )
{
//do something
}
```

Function Calling

```
function_Name( )
```

Function's In JS :-

Function Declaration

```
function greet( name ) {
return `Hello, ${name}!`
}

console.log(greet("Suman")); // Output: Hello, Suman!
```

Function's In JS :-

Arrow Function

```
const greet = ( name ) => {
return `Hello, ${name}!`
}

console.log(greet("Suman")); // Output: Hello, Suman!
```

Function's In JS :-

Arrow Function

When the function body has only a single statement, you can omit the curly braces and the return keyword:

```
const greet = name  => `Hello, ${name}!`

console.log(greet("Suman")); // Output: Hello, Suman!
```

Function's In JS :-

Function Global Scope

Index.js > ...

```
1   let globalVar = "I'm global!";
2
3   function display() {
4     console.log(globalVar); // Accessible inside the function
5   }
6
7   display(); // Output: I'm global!
8   console.log(globalVar); // Output: I'm global!
9
```

Function's In JS :-

Function Local Scope

Index.js > ...

```
1   function localScopeExample() {
2     let localVar = "I'm local!";
3     console.log(localVar); // Accessible inside the function
4   }
5
6   localScopeExample(); // Output: I'm local!
7   console.log(localVar); // Error: localVar is not defined (it's local to the function)
8
```

Function's In JS :-

Block Scope (with let and const)

Index.js > ...

```
1   if (true) {
2     let blockVar = "I'm block-scoped!";
3     console.log(blockVar); // Accessible inside the block
4   }
5
6   console.log(blockVar); // Error: blockVar is not defined (it's block-scoped)
7
```

Function's In JS :-

Callback Function

A callback function is a function that you pass as an argument to another function. It gets executed after a certain task is completed.

Callback Function

Index.js > ...

```js
// Define a callback function
const sayHello = (name) => {
  console.log(`Hello, ${name}!`);
};

// Define a function that takes a callback
const greetUser = (userName, callback) => {
  callback(userName); // Call the callback function with userName
};

// Call the function and pass the callback
greetUser("Suman", sayHello);
```

Object's In JS :-

An object in JavaScript is a collection of key-value pairs. The keys (properties) are strings (or symbols), and the values can be any data type (numbers, strings, arrays, functions, etc.).

Index.js > ...

```
1   const person = {
2     name: "Suman",
3     age: 25,
4     greet: function () {
5       return `Hello, my name is ${this.name}`;
6     }, };
7
8   console.log(person.name); // Output: Suman
9   console.log(person.greet()); // Output: Hello, my name is Suman
10
```

Object's In JS :-

Spread Operator (...)

Index.js > ...

```
1   const person = { name: "Suman", age: 25 };
2   const clone = { ...person };
3   console.log(clone); // Output: { name: 'Suman', age: 25 }
4
```

Object's In JS :-

Object Destructuring

Index.js > ...

```
1   const person = { Name: "Suman", age: 200, city: "Indore" };
2
3   // Destructuring the object
4   const { name, age, city } = person;
5
6   console.log(Name); // Output: Suman
7   console.log(age); // Output: 200
8   console.log(city); // Output: Indore
9
```

Array's In JS :-

- A array is a data structure that allows you to store multiple values in a single variable.

- Arrays are used to store lists of elements like numbers, strings, objects, and even other arrays.

- They are zero-indexed, meaning the first element has an index of 0, the second has an index of 1, and so on.

Array's In JS :-

Creating Array's

```
let fruits = [ 'apple', 'banana', 'orange' ];
let phones = [ 'apple', 'oneplus', 'samsung' ];
let score = [ 100, 89, 55, 0, 98, 78, 10 ];
let random = [ 91, "sony", 234.78, '@' ];
```

Array's In JS :-

Accessing Elements

```
let fruits = [ 'apple', 'banana', 'orange' ];

console.log ( fruits[0] ); // 'apple'

console.log ( fruits[2] ); // 'orange'
```

Array's In JS :-

Array Method's

1.) push(): Adds one or more elements to the end of the array.

```
Index.js > ...
1    let arr = [1, 2, 3];
2    arr.push(4);
3    // [1, 2, 3, 4]
4
```

Array's In JS :-

Array Method's

2.) pop(): Removes the last element from the array and returns that element.

Index.js > ...

```
1    let arr = [1, 2, 3];
2    arr.pop();
3    // [1, 2]
4
```

Array's In JS :-

Array Method's

3.) shift(): Removes the first element from the array and returns it.

Index.js > ...

```
1   let arr = [1, 2, 3];
2   arr.shift();
3   // [2, 3]
4
```

Array's In JS :-

Array Method's

4.) unshift(): Adds one or more elements to the beginning of the array.

Index.js > ...

```
1   let arr = [1, 2, 3];
2   arr.unshift(0);
3   // [0, 1, 2, 3]
4
```

Array's In JS :-

Array Method's

5.) length(): Returns the number of elements in the array.

Index.js > ...

```
1   let arr = [1, 2, 3];
2   console.log(arr.length);
3   // 3
4
```

Array's In JS :-

Array Method's

6.) find(): Returns the first element that satisfies the provided testing function.

Index.js > ...

```
1   let arr = [1, 2, 3, 4];
2   let found = arr.find((el) => el > 2);
3   // 3
4
```

Array's In JS :-

Array Method's

7.) includes(): Determines whether an array contains a certain value.

Index.js > ...

```
1   let arr = [1, 2, 3];
2   console.log(arr.includes(2));
3   // true
4
```

Array's In JS :-

Array Method's

8.) concat(): Merges two or more arrays and returns a new array.

Index.js > ...

```
1   let arr1 = [1, 2];
2   let arr2 = [3, 4];
3   let merged = arr1.concat(arr2);
4   // [1, 2, 3, 4]
5
```

Array's In JS :-

Array Method's

9.) join(): Joins all array elements into a string, with an optional separator.

Index.js > ...

```
1   let arr = ["apple", "banana", "cherry"];
2   let joined = arr.join(", ");
3   // 'apple, banana, cherry'
4
```

Array's In JS :-

Array Method's

10.) splice(): Adds or removes elements from the array.

Index.js > ...

```
1   let arr = [1, 2, 3, 4];
2   arr.splice(2, 1, "a");
3   // [1, 2, 'a', 4] (removed 1 element at index 2 and added 'a')
4
```

Array's In JS :-

Array Method's

11.) slice(): Returns a shallow copy of a portion of an array.

Index.js > ...

```
1   let arr = [1, 2, 3, 4, 5];
2   let sliced = arr.slice(1, 3);
3   // [2, 3]
4
```

Array's In JS :-

Array Method's

12.) sort(): Sorts the elements of the array (alphabetical by default, can be customized).

Index.js > ...

```
1   let arr = [3, 1, 4, 2];
2   arr.sort((a, b) => a - b);
3   // [1, 2, 3, 4]
4
```

Array's In JS :-

Array Method's

13.) findIndex(): Returns the index of the first element that satisfies a test.

Index.js > ...

```
1   let arr = [5, 12, 8];
2   let index = arr.findIndex((el) => el > 10);
3   // 1
4
```

Array's In JS :-

Array Method's

14.) from(): Creates an array from an array-like or iterable object

Index.js > ...

```
1   let str = "hello";
2   let arr = Array.from(str);
3   // ['h', 'e', 'l', 'l', 'o']
4
```

Array's In JS :-

Array Method's

15.) isArray(): Checks if the given value is an array.

Index.js

```
1   console.log(Array.isArray([1, 2, 3]));
2   // true
3   console.log(Array.isArray("hello"));
4   // false
5
```

Array's In JS :-

High Order Array Method's

1.) map(): Creates and return new array by applying a function to each element of the original array.

Index.js > ...

```
1   let arr = [1, 2, 3];
2   let doubled = arr.map((el) => el * 2);
3   console.log(doubled);
4   // [2, 4, 6]
5
```

Array's In JS :-

High Order Array Method's

2.) filter(): Creates and returns a new array with elements that pass a specified test condition.

Index.js > ...

```
1   let arr = [1, 2, 3, 4];
2   let evens = arr.filter((el) => el % 2 === 0);
3   console.log(evens);
4   // [2, 4]
5
```

Array's In JS :-

High Order Array Method's

3.) reduce(): Reduces an array to a single value by applying a function to each element.

Index.js > ...

```
1   let arr = [1, 2, 3, 4];
2   let sum = arr.reduce((acc, el) => acc + el, 0);
3   console.log(sum);
4   // 10
5
```

Advance Loop's In JS :-

for...in Iterates over the keys (properties) of an object or the indices of an array.

Index.js > ...

```
1   let obj = { a: 1, b: 2, c: 3 };
2   for (let key in obj) {
3     console.log(key, obj[key]);
4   }
5   // Output:
6   // a 1
7   // b 2
8   // c 3
9
```

Advance Loop's In JS :-

for...of Iterates over the values of iterable objects like arrays, strings, Maps, etc.

Index.js > ...

```
1   let arr = [10, 20, 30];
2   for (let value of arr) {
3     console.log(value);
4   }
5   // Output:
6   // 10
7   // 20
8   // 30
9
```

Advance Loop's In JS :-

forEach()

Executes a function once for each element in an array (cannot be used to break the loop).

Index.js > ...

```
1   let arr = [10, 20, 30];
2   arr.forEach((value, index) => {
3     console.log(index, value);
4   });
5   // Output:
6   // 0 10
7   // 1 20
8   // 2 30
9
```

String's In JS :-

Strings are a sequence of characters used for representing text.

Declaring a String

- Double quotes (" ")
- Single quotes (' ')
- Backticks (for template literals) ``

String's In JS :-

Example :-

Index.js > ...

```
1   let str1 = "Hello, World!";  // using double quotes
2   let str2 = 'Hello, JavaScript!';  // using single quotes
3   let str3 = `Hello, Universe!`;  // using backticks (template literals)
4
```

String's In JS :-

Method's

- length – Returns the number of characters in the string.
- toUpperCase() – Converts the string to uppercase.
- toLowerCase() – Converts the string to lowercase.
- includes() – Checks if the string contains a specific substring.
- indexOf() – Returns the index of the first occurrence of a substring
- trim() – Removes whitespace from both ends of the string.

String's In JS :-

Method's

- substring(start, end) – Extracts a substring between two specified indices.
- slice(start, end) – Extracts a portion of the string, supporting negative indices.
- replace(old, new) – Replaces a specified substring with another substring.
- split(separator) – Splits the string into an array based on a separator.
- charAt(index) – Returns the character at the specified index.

Date & Time In JS :-

Date Object

Index.js > ...

```
1   let currentDate = new Date();
2   console.log(currentDate); // Shows the current date and time
3
```

Date & Time In JS :-

Method's

- **getFullYear():** Returns the year (e.g., 2024).
- **getMonth():** Returns the month (0-11).
- **getDate():** Returns the day of the month (1-31).
- **getHours():** Returns the hour (0-23).
- **getMinutes():** Returns the minutes (0-59).
- **getSeconds():** Returns the seconds (0-59).

Date & Time In JS :-

Example:

Index.js > ...

```
1   let now = new Date();
2   console.log(
3     `Year: ${now.getFullYear()}, Month: ${
4       now.getMonth() + 1
5     }, Day: ${now.getDate()}`
6   );
7
```

setInterval() In JS :-

setInterval()

setInterval() is used to execute a function repeatedly after a given interval of time (in milliseconds).

Index.js > ...

```
1   let intervalId = setInterval(function () {
2     console.log("This runs every 2 seconds");
3   }, 2000); // Repeats every 2000ms (2 seconds)
4
```

clearInterval() In JS :-

clearInterval

Stopping setInterval(): Use clearInterval(intervalId) to stop the interval.

Index.js

```
1   clearInterval(intervalId); // Stops the repeated execution
2
```

setTimeout() In JS :-

setTimeout()

setTimeout() :- is used to execute a function after a specified delay (in milliseconds), but it only runs once.

Index.js > ...

```
1   setTimeout(function () {
2     console.log("This runs once after 3 seconds");
3   }, 3000); // Executes after 3000ms (3 seconds)
4
```

Example combining

Index.js > ...

```js
function displayTime() {
  let now = new Date();
  console.log(
    `Time: ${now.getHours()}:${now.getMinutes()}:${now.getSeconds()}`)}

// Print the time every second using setInterval
let intervalId = setInterval(displayTime, 1000);

// Stop displaying the time after 10 seconds using setTimeout
setTimeout(function () {
  clearInterval(intervalId);
  console.log("Stopped displaying time after 10 seconds.");
}, 10000);
```

Sync & Async JavaScript :-

Synchronous & Asynchronous are two different ways that JavaScript executes code. Understanding these concepts is crucial for managing tasks, especially in a web environment where you deal with user interactions, network requests, and more.

Sync & Async JavaScript :-

Synchronous JavaScript

Definition: In synchronous execution, code runs line by line, and each line must finish executing before the next one starts. This can lead to delays if a task takes a long time (e.g., fetching data).

Index.js

```
1   console.log("Start"); // 1
2   console.log("This runs immediately"); // 2
3   console.log("End"); // 3
4
```

Sync & Async JavaScript :-

Asynchronous JavaScript

Definition: In asynchronous execution, certain operations can be initiated and will run in the background, allowing the rest of the code to continue executing without waiting for the task to finish.

Characteristics:

- Non-blocking: Other code can run while waiting for an operation (like a network request) to complete.

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Sync & Async JavaScript :-

Asynchronous JavaScript

Index.js > ...

```
1   console.log("Asynchronous Code");
2
3   setTimeout(() => {
4     // Simulate a delay
5     const data = { user: "Suman" };
6     console.log(`Hello: ${data.user}`);
7   }, 2000); // 2 seconds delay
8
9   console.log("This runs before { Hello: Suman }");
10
```

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Sync & Async JavaScript :-

Key Differences :-

Synchronous	Asynchronous
Executes line by line.	Executes tasks in the background, allowing other code to run.
Blocks further execution until the current task is complete.	Does not block; can continue running while waiting for tasks to finish.
Easier to read and understand for simple tasks.	More complex but essential for handling tasks like API calls, timers, etc.

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DOM In JavaScript :-

DOM Introduction:-

The Document Object Model (DOM) is a programming interface for HTML and XML documents. It represents the structure of a webpage as a tree of objects, allowing programming languages (like JavaScript) to access, modify, and manipulate the document's content, structure, and style.

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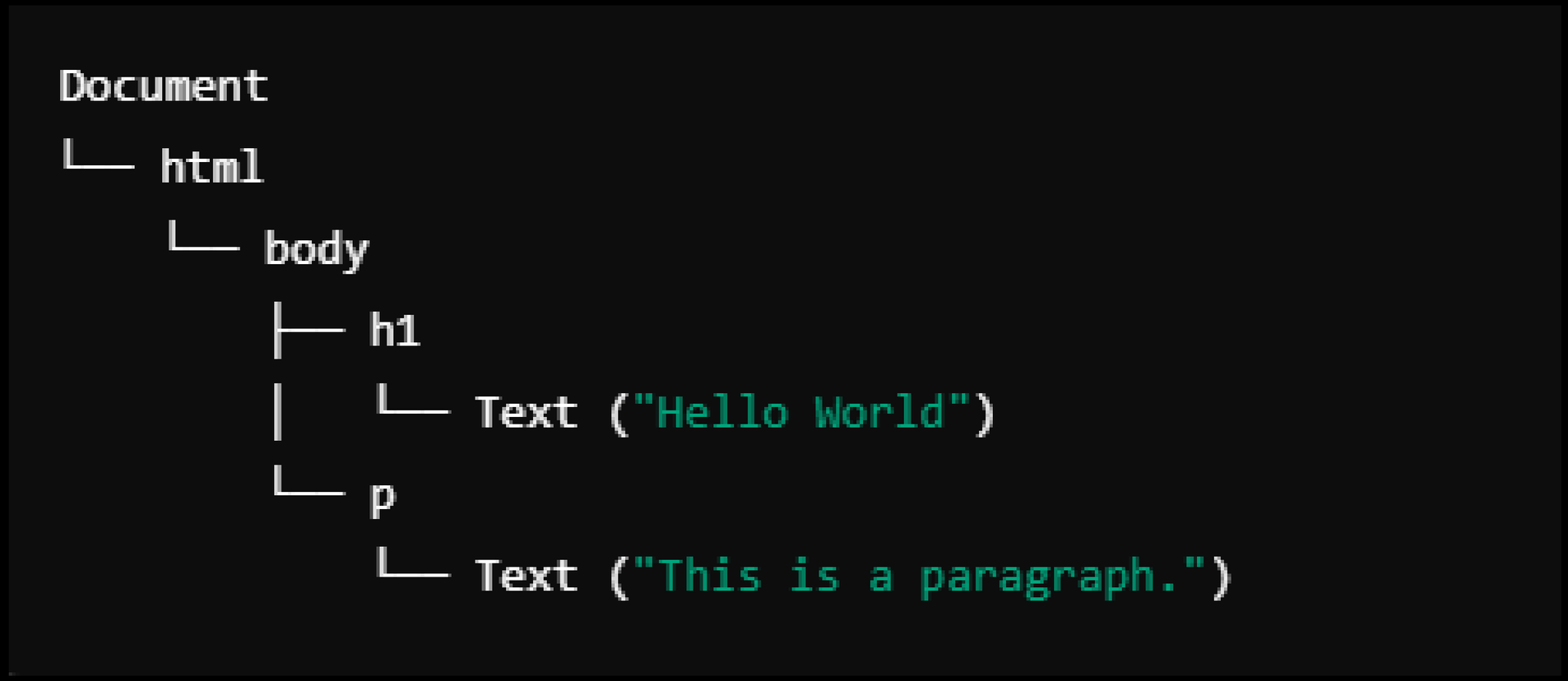
DOM In JavaScript :-

Code Snippet :-

```
<html>
    <body>
        <h1>Hello World</h1>
        <p>This is a paragraph.</p>
    </body>
</html>
```

DOM In JavaScript :-

DOM Tree For Above Code Snippet :-



DOM In JavaScript :-

Accessing HTML Elements:

- getElementById(“myId”)
- getElementsByClassName(“myClass”)
- getElementsByTagName(“h1”)
- querySelector(“div”) *// returns first element*
- querySelectorAll(“div”) *// returns a NodeList*

DOM Manipulation :-

DOM Element Properties:

- textContent : Gets/sets the text content (no HTML).
- innerHTML : Gets/sets the HTML content (with tags).
- innerText : Gets/sets visible text (ignores hidden).
- style : Accesses inline styles.
- className : Gets/sets class name(s).
- tagName : Returns the element's tag name.
- src : Gets/sets image source.

DOM Manipulation :-

Creating Elements:

- createElement(tagName): Creates a new element (e.g., div).

DOM Attributes:

- setAttribute(attribute, value): Sets an attribute's value.
- getAttribute(attribute): Gets an attribute's value.
- removeAttribute(attribute): Removes an attribute.

DOM Manipulation :-

Insert / Delete Elements:

```
let div = document.createElement("div")

const node = document.getElementById('mainNode');
```

- `node.append(div)` *// adds at the end of node (inside).*
- `node.prepend(div)` *// adds at the start of node (inside)).*
- `node.before(div)` *// adds before the node (outside) .*
- `node.after(div)` *// adds after the node (outside).*
- `node.remove(div)` *// removes the node*

Events In JavaScript :-

An event is an action or occurrence that happens in the browser, usually as a result of user interaction or the browser's system processes.

Types of Events:

- Mouse events : (click , dblclick , mouseover , mouseout)
- Keyboard events : (keypress , keyup , keydown)
- Form events : (submit , change , focus)
- Window events : (load , resize , scroll)

Events In JavaScript :-

Event Handling :

This is a process of responding to user interactions or occurrences in the browser, such as clicks, key presses, or form submissions.

Example:

```
function handleClick() {
alert("Button clicked!");
}
```

Ways to Assign Event Handlers :-

1.) HTML Attribute :

```
<button onclick="handleClick()">Click Me!</button>
```

2.) Inline JavaScript :

```
document.getElementById("myButton").onclick = handleClick;
```

Event Listeners :-

An event listener is a method that listens for a specific event to happen on a particular element.

Syntax: `element.addEventListener("event", eventHandler)`

- element : The DOM element you want to attach the listener to.
- event : The type of event (e.g., click, submit, keydown).
- eventHandler : function to be executed when the event occurs.

Event Listeners :-

Example :

Index.js > ...

```
1   const button = document.getElementById("myButton");
2
3   // Add an event listener for 'click' event
4   button.addEventListener("click", handleClick);
5
```

Event Object :-

- When an event occurs, an event object is automatically created and passed to the event handler.
- This object contains useful information about the event, such as the type of event, the target element, and the position of the mouse.

Example :- e.target , e.type , e.clientX , e.clientY

Event Object :-

Example :-

Index.js > ...

```
1   button.addEventListener("click", function (event) {
2     console.log(event.type); // Outputs: 'click'
3     console.log(event.target); // Outputs: the button element
4   });
5
```

BOM In JavaScript :-

The BOM (Browser Object Model) is a collection of objects that allow JavaScript to interact with the browser.

BOM components :

- Window Object
- Location Object
- Alert, Prompt, Confirm

BOM In JavaScript :-

Window Object & Method's :

- window.open() : Opens a new tab/window.
- window.close() : Closes the current window.
- window.scrollTo() : Scrolls the window to a position.
- window.setTimeout() : Delays code execution.
- window.setInterval() : Repeats code at intervals.

BOM In JavaScript :-

Location Object & Method's :

- location.href : Gets or sets the current URL.
- location.reload() : Reloads the page.
- location.assign() : Loads a new URL.
- location.replace() : Replaces the current page.
- location.pathname : Gets the URL path.

BOM In JavaScript :-

Alert, Prompt, Confirm:

- alert() : Shows a message box.
- prompt() : Asks for user input.
- confirm() : Asks for confirmation (OK/Cancel).

Promises In JavaScript :-

A Promise in JavaScript is an object representing the eventual result (success/failure) of an asynchronous operation.

States of a Promise:

- **Pending :** Initial state, operation hasn't completed.
- **Fulfilled :** Operation succeeded, giving a resolved value.
- **Rejected :** Operation failed, providing a reason (error).

Promises In JavaScript :-

Basic Syntax:

Index.js > ...

```
1   let promise = new Promise((resolve, reject) => {
2     // async code
3     if (success) resolve("Resolved data");  // Fulfilled
4     else reject("Error message");           // Rejected
5   });
6
```

Promises In JavaScript :-

Handling Promise Results :-

- **.then() for Fulfilled Promises:**

  .then() runs if the promise is fulfilled.

- **Syntax:** *promise.then(result => { /* code */ })*
- **.catch() for Rejected Promises:**

  .catch() runs if the promise is rejected.

- **Syntax:** *promise.catch(error => { /* code */ })*

Sync & Async In JavaScript :-

Synchronous :

Executes tasks one at a time, blocking further execution until the current task finishes.

Asynchronous :

Allows tasks to run concurrently, enabling other code to execute without waiting for the current task to complete.

aync await In JavaScript :-

async :

Used to define a function that runs asynchronously and automatically returns a promise. Allows the function to use **await** for handling promises more cleanly.

await :

Pauses execution inside an **async** function until a promise resolves, then returns the resolved value. Makes asynchronous code look synchronous for better readability.

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Fetch Data From API :-

Index.js > fetchData

```
async function fetchData() {
  try {
    const response = await fetch("https://api.example.com/data");
    if (!response.ok) {
      throw new Error("Network response was not ok");
    }
    const data = await response.json(); // Wait for JSON parsing
    console.log(data); // Use the fetched data
  } catch (error) {
    console.error("There was a problem with the fetch operation:", error);
  } }
```

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