basics

Data-type & typeof-operator

>type of:

to defined the data you give it

>data-type:

{ undefined , null , string , int & float & double (number),NaN ,

object ,

array

}

console.log(typeof data you wrote)

Ex:

console.log(typeof 85) -> number

Template-literals

>let variable =`value` ->

>console.log(${variable}

Note: you can edit as normal like break or writing anything you want

Ex:

console.log(`${wizard} ${mans}

Assignment-operator

variable (arthimetic-operator) = value

Ex:

a +=100 (a=a+100);

Unary PlusAnd Negation Operators

>unary:

convert string or any string data to number in +ve way

>Negation:

convert string or any string data to number in -ve way

Ex:

console.log(-“10”)

console.log(+“10”)

Arithmetic-operators

(+):Addition , (/):Division

(-):Subtraction , (%):Modulus

(\*):Multiplication , (\*\*):Exponentiation

(++):Increment , (--):Decrement

Ex:

console.log(2 (+ ,-,%,\*,^) 1) =>

variable = i

i ++ i—

Type Coercion

Mean:

to change the string to number

Syntax:

+string (numbers) or string data (numbers)

Ex:

consloe.log(+“50”+ 20);

logical-operators

! = not

&&= and

Note:

all of the conditions must be acheived look in (Ex) to understad

|| = or

Note:

one or two of them is to acheive

Ex:

console.log(10 == "10" && 10 > 8 && 10 > 50);

console.log(!true);

console.log(10 == "10" || 10 > 80 || 10 > 50);

console.log(!(10 == "10"));

comparison-operator

Mean: to compare between variables in date-types or values

== Equal

!= Not Equal

=== Identical

!== Not Identical

> Larger Than

>= Larger Than Or Equal

< Smaller Than

<= Smaller Than Or Equal

Ex:

console.log(10 == "10"); // Compare Value Only

console.log(-100 == "-100"); // Compare Value Only

console.log(10 != "10"); // Compare Value Only

console.log(10 === "10"); // Compare Value + Type

console.log(10 !== "10"); // Compare Value + Type

console.log(10 !== 10); // Compare Value + Type

console.log(10 > 20);

console.log(10 > 10);

console.log(10 >= 10);

console.log(10 < 20);

console.log(10 < 10);

console.log(10 <= 10);

console.log(typeof "Osama" === typeof "Ahmed");

nullish && logical-operators

to return value in case of the value is null or undefined or falsey

>Note: falsey is 0

>Syntax:

-logical-> ||

-nullish-> ??

Ex:

let a = 0;

console.log(`the price is: ${a || 200 }`);

console.log(`the price is: ${a ?? 200 }`);