

Javascript is used to make web pages interactive

Data types in JS :

- * String $\rightarrow$ "Hello"
- * Number $\rightarrow$ 5, 7.8
- * Boolean $\rightarrow$ true, false
- * Array $\rightarrow$ [1, 2, 3]
- * Object $\rightarrow$ {name: "Ali"}
- * Null, undefined

conditions [use when you want to check something]

```
if (marks > 33) { console.log("Pass");  
  } else { console.log("Fail"); }
```

console.log() $\rightarrow$ Print result

loops

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

for loop $\rightarrow$ use when you know how many times to opt
while loop $\rightarrow$ use when repeating until a condition is true.

DOM [use when you want to change HTML from JS
(e.g., show/hide, update text)]

```
document.getElementById("demo").innerText = "welcome";
```

Error types

- Syntax error $\rightarrow$ Missing ;, typo
- Reference Error $\rightarrow$ using variable that don't exist
- Type error $\rightarrow$ wrong type used (e.g. calling toUpper(care) on number)