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# 1. Introduction to Client-Side Scripting with JavaScript

JavaScript is a versatile scripting language used for creating dynamic content on web pages. It is primarily executed on the client's browser, enabling interactive and responsive user interfaces.

#### 2. Variables

Variables are used to store and manipulate data. In JavaScript, you can declare variables using the var, let, or const keyword.

```
var name = "John";
let age = 25;
const PI = 3.14;
```

#### 3. Functions

Functions are blocks of reusable code. They are defined using the function keyword.

```
function greet(name) {
   alert("Hello, " + name + "!");
}

// Function invocation
greet("John");
```

#### 4. Conditions

Conditional statements allow you to make decisions in your code based on certain conditions.

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```
var age = 18;

if (age >= 18) {
   console.log("You are an adult.");
} else {
   console.log("You are a minor.");
}
```

# 5. Loops and Repetition

Loops are used to repeatedly execute a block of code.

For loop

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```
for (var i = 0; i < 5; i++) {
  console.log(i);
}</pre>
```

While loop

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```
var i = 0;
while (i < 5) {
   console.log(i);
   i++;
}</pre>
```

Do while loop

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```
var i = 0;
do {
  console.log(i);
  i++;
} while (i < 5);</pre>
```

# 6. Pop-up Boxes

Pop-up boxes are often used for user interactions. JavaScript provides three types: alert, confirm, and prompt.

Alert

```
alert("This is an alert!");
```

Confirm

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```
var result = confirm("Do you want to proceed?");
if (result) {
  console.log("User clicked OK.");
} else {
  console.log("User clicked Cancel.");
}
```

Prompt

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```
var name = prompt("Please enter your name:", "John Doe");
```

# console.log("User entered: " + name);

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