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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.



```
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



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

While loop



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

Do while loop



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

## 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



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

### Prompt



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

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

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