

# JavaScript

# C

```
int counter = 0;
```

# JavaScript

```
let counter = 0;
```

# C

```
counter = counter + 1;
```

# JavaScript

```
counter = counter + 1;
```

# C

```
counter += 1;
```

# JavaScript

```
counter += 1;
```

# C

```
counter++;
```

# JavaScript

```
counter++;
```

# C

```
if (x < y)
{

}
```

# JavaScript

```
if (x < y)
{

}
```

# C

```
if (x < y)
{

}
else
{

}
}
```

# JavaScript

```
if (x < y)
{

}
else
{

}
}
```

# C

```
if (x < y)
{

}
else if (x > y)
{

}
else
{

}
}
```

# JavaScript

```
if (x < y)
{

}
else if (x > y)
{

}
else
{

}
}
```



# C

```
while (true)
{

}
```

# JavaScript

```
while (true)
{

}
```

# C

```
for (int i = 0; i < 50; i++)  
{  
  
}
```

# JavaScript

```
for (let i = 0; i < 50; i++)  
{  
  
}
```

# C

```
void cough(int n)
{

}
```

# JavaScript

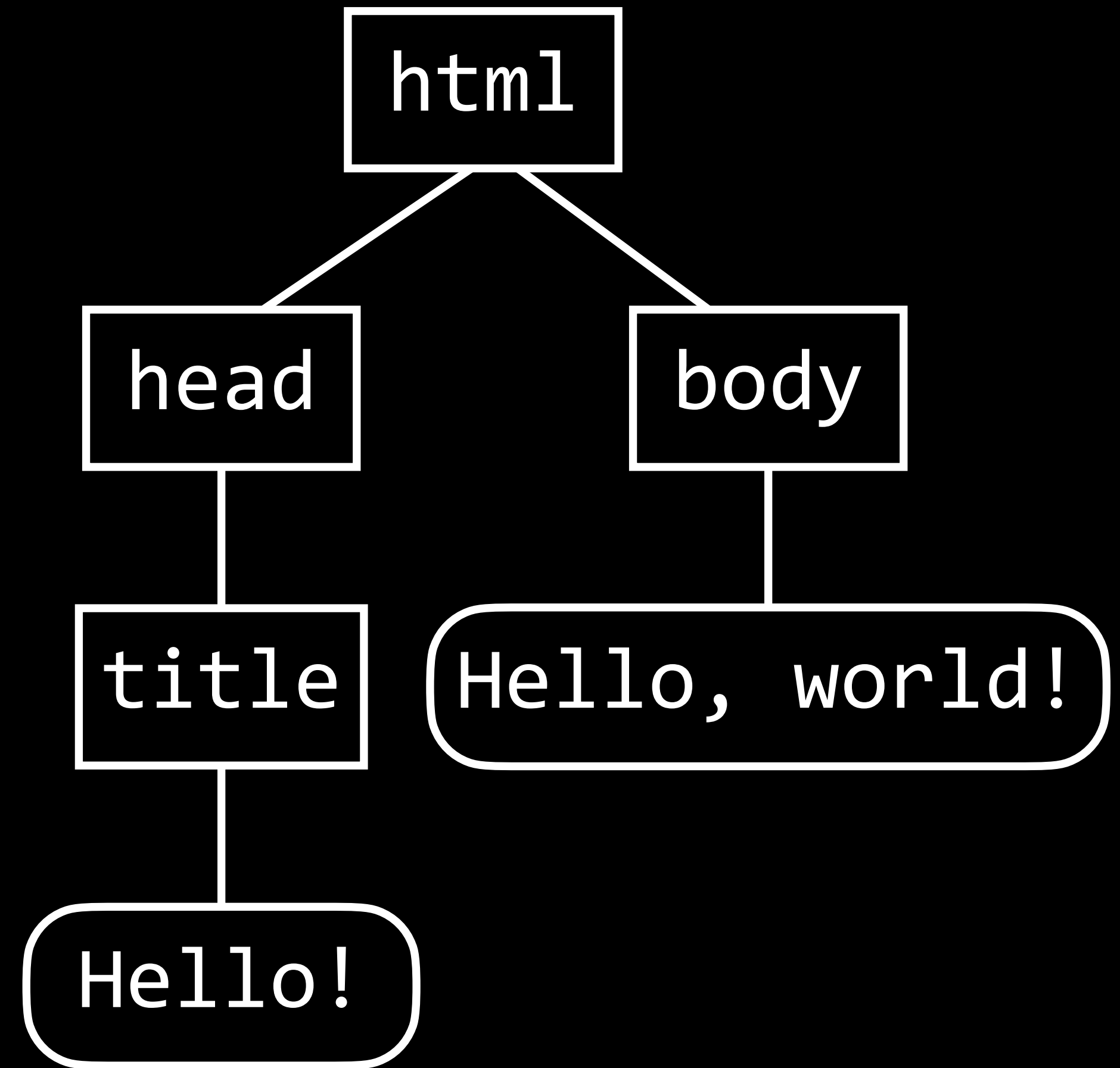
```
function cough(n)
{

}
```

# Document Object Model

```
<!DOCTYPE html>

<html lang="en">
  <head>
    <title>
      Hello!
    </title>
  </head>
  <body>
    Hello, world!
  </body>
</html>
```



# JavaScript