

## <input> (input) tag

adds an input field where the user enters data.

**type** sets the type of input.

**value** sets the text of the input.

**checked** pre-selects the input when the page loads.

**maxlength** sets the maximum number of characters that can be entered.

**name** sets the name and tells the form to send this input to the server when the form is submitted.

Example code:

```
<input type="radio" checked>Radio Button<br>
<input type="checkbox" checked>Checkbox<br>
<input type="color"><br>
<input type="range"><br>
<input type="time"><br>
<input type="week"><br>
<input type="month"><br>
<input type="date" name="birthday"><br>
<input type="datetime-local"><br>
<input type="hidden"><br>
<input type="search"><br>
<input type="number" value="1234"><br>
<input type="text" maxlength="2"><br>
<input type="password" value="text"><br>
<input type="button" value="Button"><br>
<input type="file"><br>
```

## for

Example code:

```
var total = 0;

for(var i = 1; i <= 3; i++) {
    var number = prompt('Enter number ' + i);
    total = total + Number(number);
}

alert('The total is ' + total);
```

## if

Example code:

```
var age = prompt('How old are you?', '21');

if (age <= 12) {
    alert('You are a child');
} else if (age < 20) {
    alert('You are a teen');
} else if (age < 0 || age > 125) {
    alert('Invalid age');
} else {
    alert('You are an adult');
}
```

## while

Example code:

```
var count = 0, total = 0;

while(count < 3) {
    var number = prompt('Enter number ' + count);
    total = total + Number(number);
    count = count + 1;
}

alert('The total is ' + total);
```