**TASK 1**

1. let, var and const
2. The const as it’s reserved for values that are never altered in the code. Any attempts to change it after declaration will result in failure.
3. They should be human readable, not short like a singular letter,not Non-Latin letters and must not start with a number.
4. You have to make sure they are being added once converted to the same format not as a string + number.
5. It returns the remainder of the division
6. == compares two variables without considering the data type where as === compares two variables taking in account the data type
7. Caused by number not phrasing, math operation results a non-real number and an operation with a string that as anything other than a + operator.
8. By using ++ and --
9. In postfix the increment is applied then value is returned but with prefix the value is returned before the increment
10. It means that all operators have a precedence rank and operations involving multiple operators use this to determine how to solve the operation. JS has the same principal but for operators of the same precedence they are computed left to right.
11. By using the command console.log()
12. It converts it into a number and returns it
13. String, Number, Boolean, Null, Undefined, Symbol, BigInt and Object.
14. The Object
15. Null is the absence of the value and Undefined is absence of the data from the computer. Null == Undefined is true but Null === Undefined is incorrect.
16. Double and single are almost the same, only difference is that we can include single quotes within double quotes without escaping. Backtick quotes allow us to use string operations easily.
17. Backtic quotes
18. We use ${value}
19. Using a Backslash
20. Slice and substring are the same as both retrieve the part of a string in a new string using start and end values. Substr returns the string part with respect to start and number of characters specified.
21. We have || which stands for OR, && which stands for AND and ! stands for NOT
22. They are operators that compare the values like greater than, lesser than, equal to, not equal to etc.
23. Truthy is a value considered TRUE in boolean context and Falsy is a value considered FALSE.
24. False, 0, -0, On, “”, null, undefined and NaN.
25. Conditionals are statements that allow us to chose multiple values depending on our values and conditions
26. If(x>y) {} else {}
27. Switch() case 0: break; case 2: break; …
28. condition ? exprIfTrue : exprIfFalse
29. Having a conditional statement within another conditional statement
30. For calculating or displaying things for off screen or repeated tasks.
31. By using the functions name like functionCall()
32. It’s a functi0n without a name
33. It means a temporary field where variables contained within cannot be accessed by the main.
34. Values that are returned after a function call
35. A new way to write anonymous functions