**1.Basics**

I. var name = “Marry” - String type

var age = 25; - Number type

var isStudent = true; – Boolean type

II. Equality operator (==) compares the values converting them to the same data type, while Strict Equality operator (===) compares the values without converting them to the same type Ex.: 1 === “1” – false;

III. *Undefined* is a data type and means a variable is declared but not assigned data to it, while *null* is an object and means a variable should have no value.

IV. let randomNumber = Math.floor(Math.random() \* 21) – 10;

if (randomNumber > 0) {

console.log(“The number is positive: “ + randomNumber);

} else if (randomNumber < 0) {

console.log(“The number is negative: “ + randomNumber);

} else {

console.log(“The number is 0”);

}

V. alert(“The number is: ” + randomNumber);

**3.Functions and Loops**

1. Variables and functions declared in Global Scope is accessible from anywhere in the code and can be used in the entire script. Variables and functions declared within a Local Scope are accessible only within that function or block they were declared in.

2. Hoisting allows using variables and functions before they appear in the code, because they are moved to the top of their scope before the code is executed.