|  |  |  |
| --- | --- | --- |
| Var | let | const |
| It can be declared without initialization. | It can be declared without initialization | It can’t be redeclared |
| It can be reassigned. | It cannot be reassigned | Cannot be reassigned. |
| It can be accessed without initialization. | It cannot be accessed without initialization | It cannot be accessed without initialization, |
| It can be re-initialized. | It cannot be re-initialized | Can’t be re-initialized. |

**Data types**

JavaScript has several data types, which can be broadly categorized into two groups: primitive types and non- primitive types.

**Primitive Types**

1. **Number**: Represents both integer and floating-point numbers. Example: 42, 3.14
2. **String**: Represents sequences of characters. Example: "hello", 'world'
3. **Boolean**: Represents logical values. Can be either true or false.
4. **Undefined**: A variable that has been declared but not assigned a value.
5. **Null**: Represents the intentional absence of any object value.
6. **Symbol**: A unique and immutable data type, often used to identify object properties.

**Non-primitive types**

1. **Object**: A collection of properties, where each property is a key-value pair. Example: { name: "Alice", age: 25 }
2. **Array**: A special type of object used to store ordered collections. Example: [1, 2, 3]
3. **Function**: A block of code designed to perform a particular task. Example: function greet() { console.log("Hello"); }