**\*** Two variants to **load** JS. First **inline**(add <script>..</script>)). Second is **external** - reading from js file: <script src= “..”> actually I give it link to JS file.

**\*** What is JS? – **lightweight**(doesn’t eat much memory of the computer), **cross**-**platform**, Object-Oriented Can be Used: **Client-Side** (used in the browser), **Server-Side** thanks to nose.js can use on the server

**\*** Data types: **5** different types: **Number** (Floating Point Numbers), **String**, **Boolean**, **Undefined** (Does not have a value yet), **Null.** Dynamic Typing-let/var. **Type coercion** – automatically convert types. **Variable mutation**

**\*** Typeof – **typeof** OlderCard -> tell us what type is OlderCard