

# whats let, var, const in js and let vs const vs var, which isnt used

In JavaScript, **let**, **const**, and **var** are all ways to declare variables, but they have important differences:

#### What is var?

- The oldest way to declare variables in JS (introduced in 1995).
- **Function-scoped**: If declared inside a function, it's accessible anywhere in that function. If outside, it's global.
- **Hoisted**: Moved to the top of their function/script scope and initialized with undefined (so you can reference them before they're declared, but get undefined).
- Can be **re-declared and re-assigned** in the same scope.
- Not block-scoped: Ignores {} boundaries like in if, for, and while blocks, which can lead to bugs.

#### What is let?

- Introduced in ES6 (2015) as a safer, more modern way to declare variables.
- **Block-scoped**: Only accessible within the nearest pair of {} (block), such as in loops, conditionals, etc.
- Hoisted but not initialized: If used before declaration, throws an error due to the "Temporal Dead Zone."
- Can be **re-assigned** but **cannot be re-declared** in the same scope.

## What is const?

- Also introduced in ES6.
- Block-scoped like let.
- Must be assigned a value at declaration, and cannot be re-assigned.
- The binding is constant, but for arrays or objects, their contents *can* change (the reference can't).

## let vs var vs const - Key Differences

Feature	var	let	const
Scope	Function	Block	Block
Hoisted	Yes (undefined)	Yes (TDZ)	Yes (TDZ)
Re-declaration	Yes	No	No
Re-assignment	Yes	Yes	No
Must initialize	No	No	Yes

# Which isn't used anymore?

- var is **rarely used in modern JavaScript**. It's considered outdated and unsafe due to scope and hoisting issues.
- Use let for variables whose values will change.
- Use const for values you do not want to reassign (this is best practice for most modern JS code).

### **Summary:**

- let and const are the standards in modern JavaScript.
- **Avoid** var except for maintaining or understanding old code. Use let for mutability; prefer const by default.