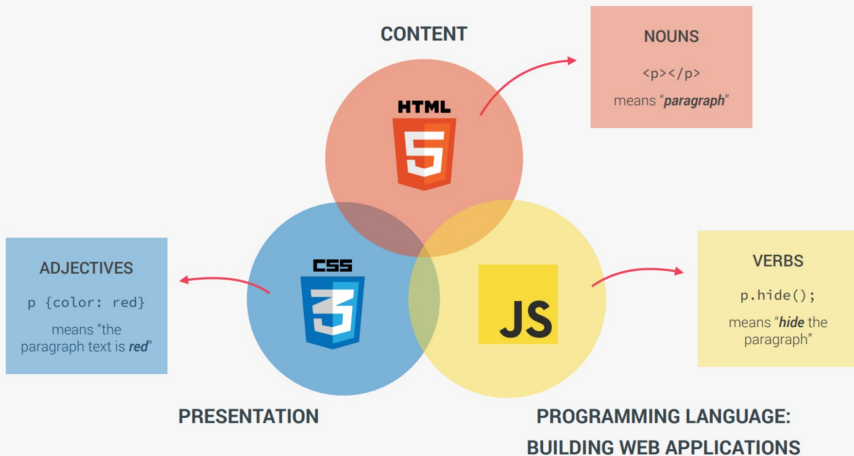
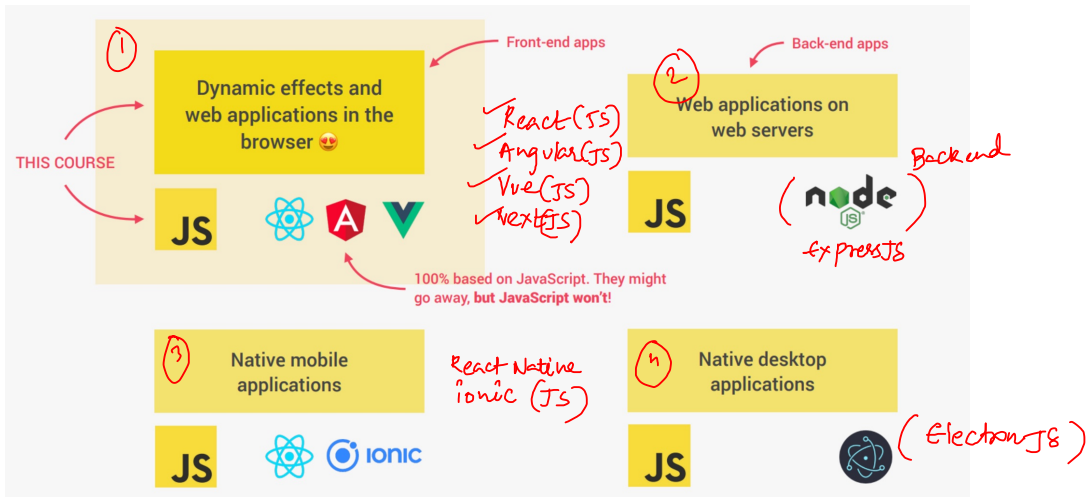


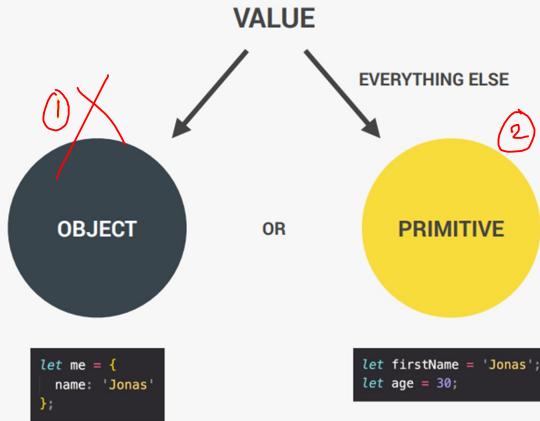
★ why?

THE ROLE OF JAVASCRIPT IN WEB DEVELOPMENT





OBJECTS AND PRIMITIVES



= 9:15 - 9:30 pm (Break)

THE 7 PRIMITIVE DATA TYPES

* main

1. **Number:** Floating point numbers 🖱 Used for decimals and integers

```
let age = 23;
```

→ Number

2. **String:** Sequence of characters 🖱 Used for text

```
let firstName = 'Jonas';
```

→ string

3. **Boolean:** Logical type that can only be true or false 🖱 Used for taking decisions

```
let fullAge = true;
```

→ Boolean
(true)
(false)

4. **Undefined:** Value taken by a variable that is not yet defined ('empty value')

```
let children;
```

5. **Null:** Also means 'empty value' ↗

6. **Symbol (ES2015):** Value that is unique and cannot be changed [Not useful for now] ✗

7. **BigInt (ES2020):** Larger integers than the Number type can hold ✗



JavaScript has dynamic typing: We do *not* have to manually define the data type of the value stored in a variable. Instead, data types are determined **automatically**.

Value has type, NOT variable!

★ Naming conventions for variables :

num_1_xyz

1. variable cannot start with a number let 1num = 123; (rules)
2. can only have letters, underscore, numbers, dollar (rules)
3. camelCase (practice), 1st letter is small
4. reserved keyword \Rightarrow (let, typeof, new, function etc.)
(rule)
① my_first_job_is_very_good
② myFirstJobIsVeryGood
5. constants \Rightarrow uppercase (practice)
- ★ 6. variables should be descriptive, cleaner
★ (name your variables according to what the value is)

* Some more ways to declare a variable :

```
86 let age = 30;
87 age = 23;
88 console.log(age);
89
90 const currYear = 2023;
91 /* const values cannot be changed
92 currYear = 2024;
93 */
94 console.log(currYear);
95 /* You cannot have empty values in const
96 const job;
97 */
98
99 // will be discussed during functions / scope
100 var name = "anurag";
101 name = "xyz";
102 console.log(name);
```

* treat let, var as same for now

→ const cannot have empty value

→ once declared cannot be changed
(locked box)

* var is not being used, it is for
old JS

* Always try to use const first.