

→ camel casing, (Good practice / convention)

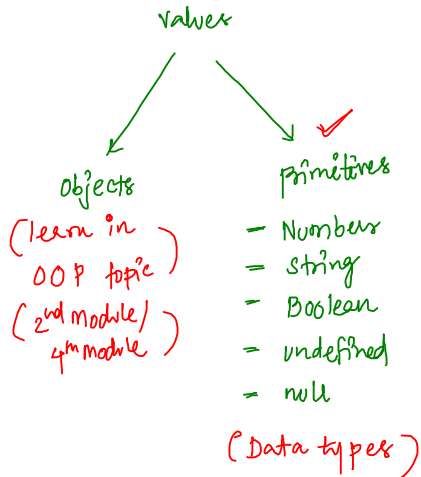
① let place of birth = "India";

↓
placeOfBirth

② birth year ⇒ birthYear

values :

- smallest piece of information (Data)



```
125 // we can change values of a variable
126 let question = "How old are you?";
127 console.log(question);
128 question = "What is your occupation?";
129 console.log(question);
130 question = "What is your name?";
131 console.log(question);
```

Question

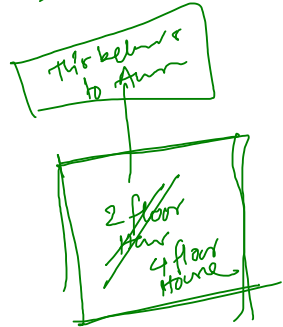
~~"How old are you?"~~

~~"What is your occupation?"~~

"What is your name?"

① Is there any variable in my storage

② If yes, change the value.



```

133 // you cannot create variables with same name
134 // let currYear = 2024;
135
136 let currentYear = 2024;
137 console.log(currentYear);
138 console.log(typeof currentYear);
139 currentYear = "twenty twenty four";
140 console.log(currentYear);
141 console.log(typeof currentYear);

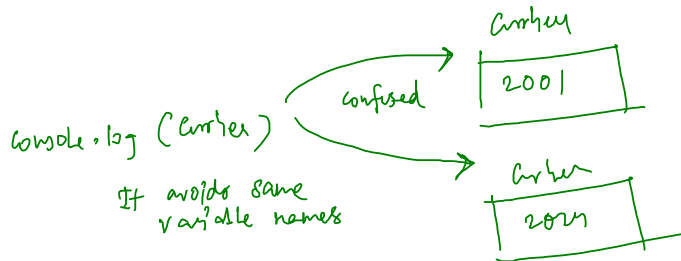
```

9:20 PM
- 9:35 PM
BREAK

int currYear = 2024; } integers numbers
currYear = 2000;
~~currYear = "twenty twenty four";~~
(In languages like C++/Java)

⇒ JS is a "dynamically typed language"

⇒ variables doesn't datatype they hold/store any value,
datatypes are associated with values.



→ 3 ways: let, const, var

→ always declare a variable as const,

- then if you really need the advantage of let (changing values)
then only use let.

- never use var.

2 major differences B/w let, const

- const variables cannot change values

- cannot have undefined/empty values

- locked box.

→ 'q' gives us the remainder

* $11 \div 3 \Rightarrow$

op: 2

$$\begin{array}{r} 3 \\ 9 \overline{) 11} \\ \underline{-9} \\ 2 \end{array}$$

$(0, 1, 2)$

$(2) \rightarrow \text{rem}$

11 % 4

$$\begin{array}{r} 2 \\ 4 \overline{) 11} \\ \underline{-8} \\ (3) \end{array}$$

$$\begin{array}{r} 3 \\ 4 \overline{) 12} \\ \underline{12} \\ 0 \end{array}$$

* wmr % 4

→ what are the possible outputs?

0, 1, 2, 3

$$\begin{array}{r} 3 \\ 4 \overline{) 13} \\ \underline{-12} \\ 1 \end{array}$$

$$\begin{array}{r} 3 \\ 4 \overline{) 14} \\ \underline{- 12} \\ 2 \end{array}$$

$$\begin{array}{r} 3 \\ 4 \overline{) 15} \\ \underline{-12} \\ 3 \end{array}$$

$$\begin{array}{r} 4 \\ 4 \overline{) 16} \\ \underline{-16} \\ 0 \end{array}$$

hw m % n

→ the range of op : $[0, n-1]$

* $\text{evenNum} \% 2 = 0$

$$\text{odd Nom } \% 2 = 1$$

$\frac{1}{2}$ has only 2 possible op: $[0, 1]$

even odd