Today, I want to talk about the different types of data we have in Javascript.

When we say ‘data’, what do we mean?

Let’s take a look at this egg rack below



We can see an egg rack filled with eggs. The rack is the container, while the eggs in the rack is the ‘thing’ inside the container.

We call the container ‘variable’ while we call the egg(s) data. Without the eggs(data), the rack(variable) is useless, except you replace the eggs with something else, like tennis balls.

So, if we have:

Llet name = ‘Adam’

Here, the term “name” is the variable, because we use it to contain “Adam”, while “Adam” is the data, which is contained in the variable(name).

Basically, data is the basic unit of any code. Without data, we won’t be able to instruct the computer program on what to do.

With that out of the way, let’s get on to the different types of data recognized in Javascript.

Generally, we have five primary data types in Javascript, namely;

a. Strings

b. Numbers

c. Boolean

d. Null

e. Undefined

Each data type is recognized according to its syntax (how it is written)

Let’s start with **Strings.**

1. **Strings**are a used to store letters. They are always written inside single quotes (‘ ’) or double quotes (“ ”). Any data represented in quotes will be recognised as a string. For instance,

a. “boy” is a string. This is because it is enclosed in quotes

b. “4” is a string. Though 4 in itself is a number, but because it is enclosed in quotes, it is regarded as a string.

c. boy is not a string. This is because it is not enclosed in quotes. It will return an error if you attempt to use it.

**let a = “boy” ;**

**is a correct example of a variable that has been assigned a string**

2. **Numbers**are just what they mean. They are numbers and they are written as they are. For instance, 2 is a number and it is written as it is. Operations like addition, subtraction, multiplication and division can be performed on numbers.

**let x= 2;**

**is a correct example of a variable that has been assigned a number**

3. **Booleans**are data types that has only two states, like switch on/off of a light bulb. We only have two types which are TRUE and FALSE.

**let a = true**

**is a correct example of a variable that has been assigned a boolean**

4. **Undefined**data types means that the variable has been declared but has not been given any value yet.

**let a =**

**is a correct example of a variable that has been assigned an undefined variable.**

5. Null data type means that the declared variable has been given an empty slot for future use.

**let a = null**

**is a correct example of a variable that has been assigned a null**

The difference between undefined data type and null data type is that for undefined data, the variable has been declared and has not been assigned any value at all. You won’t be able to work with such type of variable.

On the other hand, if you assign null to a variable, it’s like you are keeping an empty slot for something to be put in later. You can later re-assign any other type of data to the variable later on.

Alright folks, that will be all for now.

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