

JS

interview questions

SWIPE



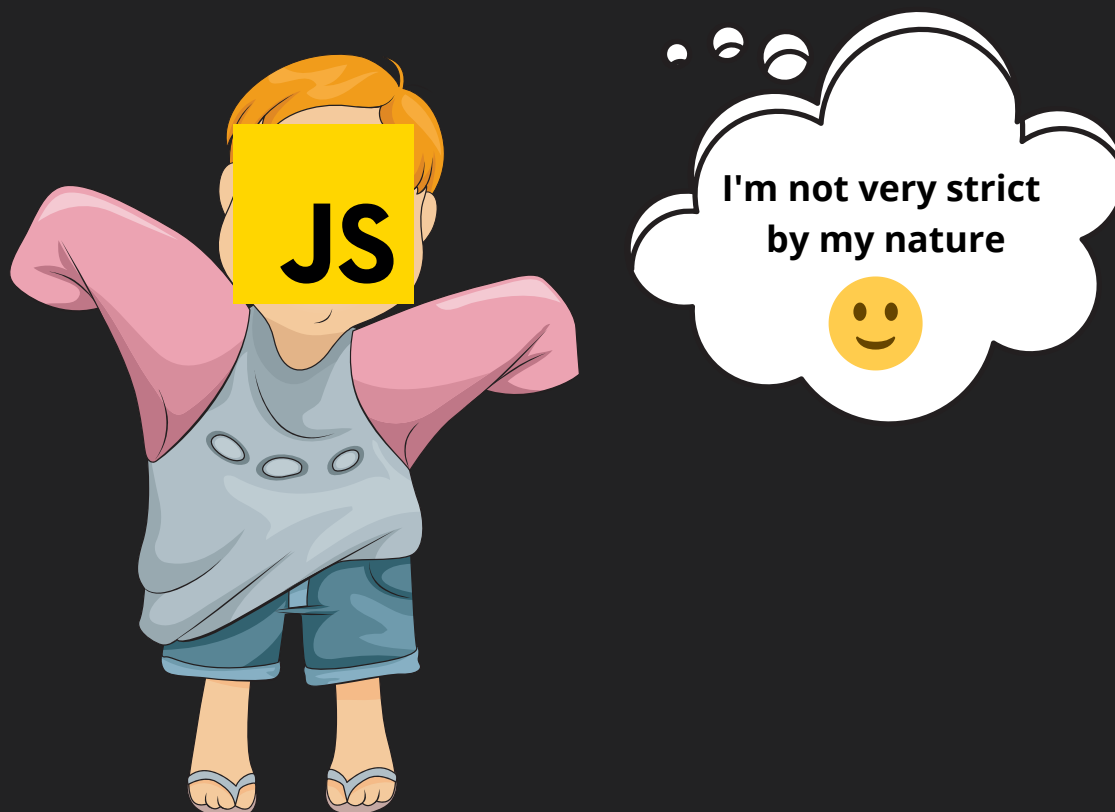
What is the
difference
BETWEEN
AND



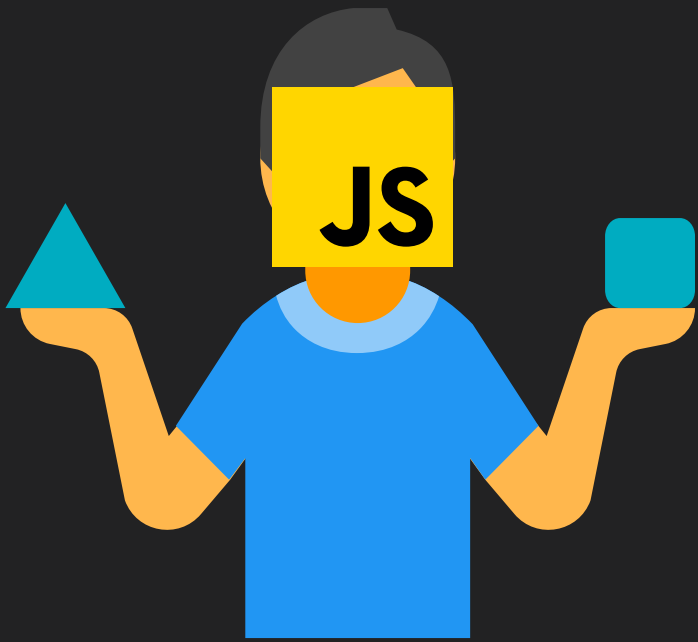
JavaScript is a **LOOSELY** typed language which means we don't have to **declare** a variable's **type** at creation, and a variable can change types afterwards.



To a computer, the characters **2** and **"2"** are entirely **different**.



Using the **===** operator, we are trying to determine if two items are exactly equal, which means they must match in **type** and **value**.



```
2 === 2 // true
2 === "2" // false

2 == 2 // true
2 == "2" // true
```

If we instead use **==**, JavaScript will try to **convert** them to the same type and then compare them.





For `2 == "2"`, JavaScript **converts** the "2" to a number 2 before checking if they are equal which is why we get true.



The `===` comparison is almost always **favored** over `==` because it is more explicit and prevents unintended bugs.



Check these interesting cases:

```
0 == '';           // true
0 == '0';          // true
0 == false;        // true
null == undefined; // true
1 == [1];           // true
1 == true;          // true
1 == '1';           // true
```



You would add something?

LET ME KNOW IN **THE COMMENTS**



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