

Assignment: Data Type Practice

Objective: Practice with different JavaScript data types.

Instructions

1. Create variables for the following data types: string, number, boolean, undefined, and null.
2. Assign values to these variables and print them using `console.log()`.
3. Print the type of each variable using `typeof`.

Part 1: HTML and Console Output

1. Create an HTML file (e.g., `index.html`) and link your JavaScript file (e.g., `assignment.js`) within it.
2. Open your HTML file in a web browser.
3. Press F12 to open the Developer Tools and navigate to the **Console** tab to see the output from your JavaScript code.

Part 2: Running with Node.js

1. Create your JavaScript file (e.g., `assignment.js`) with the code you wrote.
2. Open your terminal or command prompt.
3. Navigate to the directory where your JavaScript file is located.
4. Run the following command to execute your JavaScript file with Node.js: