Data Types

Data types are referred to as JavaScript data primitives, this is due to them being the lowest-level data types provided by the language. There are seven of these primitive data types:

| **String** | A sequence of characters. For example *“Hello,World”* is a **string** of characters. |
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| **Number** | Numeric values that indicate an amount. They can be either a whole number, a positive or negative number, or a floating point number. |
| **Bigint** | Used to store integer values that are too large to be represented by a normal JavaScript number. |
| **Boolean** | Can only be two values, *true* or *false.* |
| **Undefined** | A variable with a data type that has not been assigned a value. |
| **Null** | Meaning *nothing.* This is not the same as **Undefined**. While both can represent the absence of a value, **undefined** typically is the default value when a variable has not been assigned any value while **null** is typically assigned to variables with the intention of being assigned an empty value. |
| **Symbol** | Represents a unique identifier. **Symbols** are used to add unique properties to the variable that are different even if the **string** descriptions are the same between two variables. |