JavaScript Variables

In programming, one of the most fundamental characteristics of the language you are working in is the manipulation of data values. To assist with the manipulation of data values, variables act as a container that can store data values of differing types. The type of a data value is what determines the characteristics of the data. Two main types of data include Strings and Integers. For JavaScript, types do not need to be determined when declaring variables, but the types are categorized as either a primitive type or an object type. Primitive types include any value that is a number, a string, a boolean, a symbol, null, or is undefined and all other values are defined as an object type. Since JavaScript doesn’t require the need to define the type when declaring a variable like some other languages require, you use let, const, or var in the declaration instead of a variable type. In older versions of JavaScript there was only var but we now have the three declaration keywords. The keyword var is like the keyword let but is no longer used commonly. The let keyword declares a variable that is meant for values that can be changed and has a block scope that means it only exists within the code block it is declared. The const keyword also has a block scope but is meant to represent a constant value that doesn’t change. When declaring variables, it is important to set the variable equal to a default value. If no value is set when declaring a variable, JavaScript will, by default, set the variable to hold the value of undefined. Undefined is a specific value that represents a variable that has not been initialized. Null is a value that is similar to undefined in the sense that it is a specific value meant to represent the absence of a data in the value being stored.