Basics

We use a variable to store data in computer memory.

We store our data somewhere, and give that memory location a name.

Rules for naming variables

* They cannot be a reserved keyword
* They should be meaningful
* Cannot start with a number
* Cannot contain space or hypen

Constant

* If you don't need to reassign
* constant should be your default choice. Otherwise
* if we need to reassign a variable, we can use let.

Primitive types and Reference types

* String, Number, Boolean, undefined, null
* Examples:-
* let name = ‘Mosh’; //string literal
* let age = 30; //number literal
* let isApproved = false; //Boolean literal
* let firstName = undefined;
* let selectedColor = null;
* In Reference types:- object,array and function

Dynamic typing

* We can check typeof like if it is either number,Boolean,object or string.

Objects

* By creating object and putting its properties in curly braces, we can print their respective properties.

Arrays

* array, is a
* data structure, that we use to represent a list of items.