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Variables in JavaScript

Variables are containers to store data.

For eg: Suppose we have a circle & its given radius is 14.

To find the area of this circle we have a formula of that is πr^2 .

So what I mean to say here is that to calculate the area of the circle the formula will never change only the value of radius can vary.

So here r is termed as variable.

radius	Age
radius	
14	24

Containers Containers

Memory

This shows that inside a memory block a container named radius stores the value 14.



Date: / /

There are different types of variables in JS, like number, string, boolean & many more that we will look forward.

Let FullName = "Lebron James";

In order to print the value of this variable we will use

console.log(FullName);

of this will output Lebron James.

Regardless of all types of variables in JS we have something called Null & undefined.

→ Null is a type ~~of variables~~ which means the value of is absent.

For ex:

Let x = null;

This means that the value of x is absent,
~~or~~ koi value nahi hai.

→ Undefined is a type ~~of~~ which means we don't know what is there.

For ex:

Let y = undefined;

This means we don't know what is there inside that variable.



Let fullName = "Lebron"; // String type
 Let age = 24; // Number type
 Let x = null; // Null type
 Let y = undefined; // Undeclared type
 Let isFollow = true; // Boolean type
 true / False.

JavaScript is a dynamically typed language, which means

full Name = 25; now if we try to console full name it will give an output as 25 not Lebron.

~~Let a = b~~

Let a;

Let b;

a \equiv b;

assignment operator

$a = b$ does not mean that value of a is equal to b.

This means that Store the value of b in a

$a = b$



Variable rules:-



- Variable names are case sensitive; "a" & "A" is different.
- Only letters, digits, ~~and~~ underscore (-) & \$ is allowed. (Not even space).
- Only a letter, underscore (-) & \$ should be 1st character.
- Reserved words cannot be variable names.
- camel case notation is generally followed to declare the name of the variables.

for eg:-

Let isFollow ^{capital}
isFollow ^{small}

let, const & var

Var: Variable can be re-declared & updated.
 A global scope.

let: Variable cannot be re-declared but can be updated. A block scope variable.

const: Variable cannot be re-declared or updated. A block scope variable.



#

Data types:

- 1) Primitive data types:-
- Number
- String
- Boolean
- Undefined
- Null → absence of an object.
- BigInt
- Symbol

- 2) Non-Primitive datatypes
- Objects

↳ (Arrays / functions)

Objects :-

Students

↳ Name	String
↳ age	Number
↳ marks	Number
↳ ispass	Boolean

Collection
of values

Object creation

const ob) - Name = {

3; Key : value



eg:-

const student = {

Name: "Shaswat",

age: 24,

isPass: true,

};

To access a particular key of an object
we type the code

obj -> obj - Name . Key

or

obj - Name ["key"]