

```

1  let js = 'amazing';
2  console.log(40 + 8 + 23 - 10);
3
4  // LECTURE 2 – VALUES AND VARIABLES
5  console.log("Jonas"); // type string
6  console.log(23); // type int
7
8  //Storing a value into variables
9  // This declares a VARIABLES
10 let firstName = "Jonas";
11 // Initially, we declared a variable called "js"
12 // and assigned it a value of 'amazing'
13 console.log(firstName);
14
15 // NOTES-----
16 //Storing a value into variables
17 // This declares a VARIABLE.
18
19 // Now if I would like to change the variable firstname
20 // I would have to change it at three places.
21
22 // Notes on Variable Names
23 // This variable name convention is called "Camel Case".
24 // There are some rules regarding naming variables in
    • JS: a few of them are:
25 /*
26     – variable names CANNOT start with a number (but it
    • can contain numbers)
27     (Uncaught SyntaxError: Invalid or Unexpected Token)
28     You can find error messages in the console.
29     – Variable Names can only contain letters, numbers,
    • underscores or the dollar sign.
30     (Uncaught SyntaxError: Unexpected Token)
31     – When a variable is a JS KEYWORD.
32     for eg: let new = 2;
33     (new is a special word to JS)
34
35     – Variable names should not start with a capital
    • letter – this isn't illegal, but this is just not
    • conventional! (more on this when we hit OOP)
36     – Variables which are constants we conventionally
    • write in ALL UPPERCASE CHARACTERS.

```

37

38 – One Final convention: Make sure your variable
 • names are descriptive.

39 */

40