

```
1 // LECTURE 13: let, const and var
2
3 /*
4 We use the keyword let
5 - to be able to change its value over the course of our
  • program1
6 - Variables are mutable.
7 */
8 let age = 30;
9 age = 31;
10 // Mutability also applies to empty variables
11 // then assign its value later.
12 let year;
13 year = 1991;
14 /*
15 We use the keyword const
16 - to create a variable which cannot be mutated.
17 */
18 const birthYear = 1991;
19 birthYear = 1990; // <-- Error code!!
20
21 const job; // <-- This is not legal!
22
23 // Always declare a variable as const by default,
24 // unless you are really certain that its value will
25 // have to change some point in the future.
26 // Its a good practice to minimise the variable mutations
27 // you have in your code.
28
29 /*
30 We use the keyword var
31 - to create a mutable variable.
32 - this is the old way of declaring variables.
33 We'll learn more about this in Section 7 on variable
  • scope, but for now
34 don't use the keyword var.
35 */
36 var job1 = "programmer";
37 job1 = "teacher"; // this will work!
38
39 var job2;
40 job2 = programmer; // this will work too!
```

```
41
42  /*
43  In fact, you can even declare variables like this:
44  */
45  myName = 'main';
46  console.log(myName); // ==> "main"
47  // However, this is actually a pretty terrible idea
48  •   because
49  // this doesn't create a variable in the current scope.
50  •   Instead,
49  // Js will create a variable on the GLOBAL SCOPE.
```