**What data types do we have access to in JavaScript? What makes them each unique? What values can they hold?**

In JavaScript, there are eight types of data (according to Javascript.info): numbers, BigInt or big integers, strings, booleans, null values, undefined data, objects, and symbols. Numbers are different from big integers in that they can only exist up to absolute of - 1). Numbers include integers and non-integers. Booleans are either true or false. Null (“null”) represents an empty object or variable. Undefined is different from null in that null is an assignment of no value, where undefined is a lack of assignment. Objects are collections of information with various attributes used for assigning lots of types of data to one variable, which may contain strings or symbols. A symbol is an identifier that when assigned cannot equal another symbol - even if they hold the same inner value. Symbols are unique even if they are assigned the same information.

Src: <https://javascript.info/types>

**What is git? Why is it useful? What is the git workflow?**

Git is a technology designed for the management of code (mostly) throughout the stages of the development cycle. It creates multiple storage locations of a given program/design/website, one of which happens to be the production (consumer) environment. The usefulness of that, is that Git allows you to rapidly edit and upload edits to the production environment, while also giving you the option to create different off-shoots of the same code while not interfering with the original design. According to the Git website, Git is secure because of its ability to delete alternate versions of code without them ever being uploaded to the consumer-level copy of your work. It is useful because it allows for rapid prototyping.

<https://git-scm.com/about>

According to this website, the git can be versatile for “an almost endless number of workflows”.