Sure, here are comments for each line of code along with the data types:

```
```javascript
// Declaring a variable 'firstname' and assigning it a string value 'kp'.
let firstname = 'kp'; // string
// Declaring a variable 'age' and assigning it a numeric value 28.
let age = 28; // number
// Declaring a variable 'working' and assigning it a boolean value false.
let working = false ; // bool
// Printing the value of 'firstname' to the console.
console.log(firstname);
// Printing a message along with the value of 'firstname' to the console.
console.log('my name is', firstname);
// Printing the value of 'age' to the console.
console.log(age);
// Printing a message along with the value of 'age' to the console.
console.log('i am', age , 'years old' );
// Printing the value of 'working' to the console.
console.log(working);
```

```
// Printing a message along with the value of 'working' to the console.
console.log('i am working', working );
// Modifying the HTML content of an element with the id "p1" to include 'hello ' followed by the
value of 'firstname'.
document.getElementById("p1").innerHTML = "hello " + firstname;
// Modifying the HTML content of an element with the id "p2" to include ' i am old ' followed by the
value of 'age'.
document.getElementById("p2").innerHTML = " i am old " + age;
// Modifying the HTML content of an element with the id "p3" to include 'unispired 'followed by the
value of 'working'.
document.getElementById("p3").innerHTML = " unispired " + working ;
JavaScript data types mentioned in the code:
1. String ('firstname' holds a string: 'kp').
2. Number ('age' holds a number: 28).
3. Boolean ('working' holds a boolean: false).
Additionally, the code interacts with HTML elements by modifying their content using the
'getElementById' method, but this doesn't involve a specific JavaScript data type.
```