

Classroom Assignment: Primitive Data Types

Learning Objective:

Learn primitive data types in JavaScript

Expected Completion Time:

Best Case: 10 minutes

Average Case: 15 minutes

Assignment Details:

Declare variables using `var` for different data types in JavaScript, and verify their types using `typeof`, including an uninitialized variable.

Assignment Requirements:

Create the following variables using `var` and check their `typeof`

- a) `firstName`
- b) `companyName`
- c) `mobileNumber`
- d) `isAutomation`
- e) `hasPlaywright` (do not assign)

Print and confirm the values and data types

Hints to Solve:

Focus on initializing variables with different values, including a string, number, boolean, and leave one variable undefined to practice with `typeof`.

Expected Outcome:

Upon completion, you should be able to:

- Grasp the concepts of different data types in JavaScript