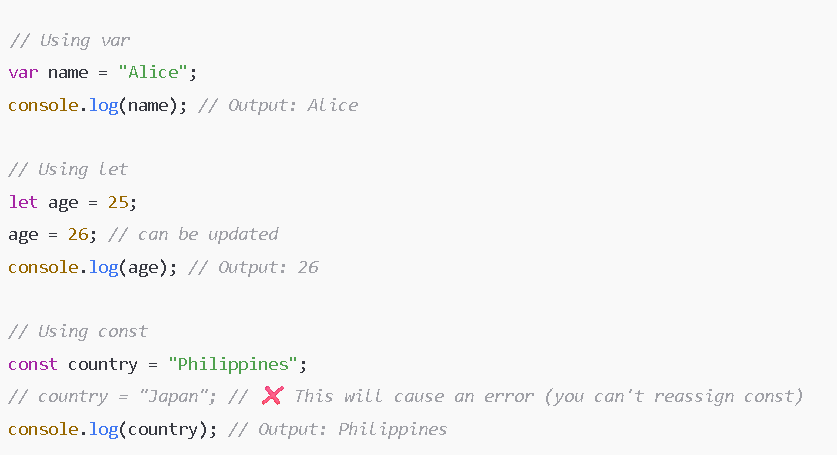
In JavaScript, variables are containers for storing data values. You can think of them as labels for data that your program uses.

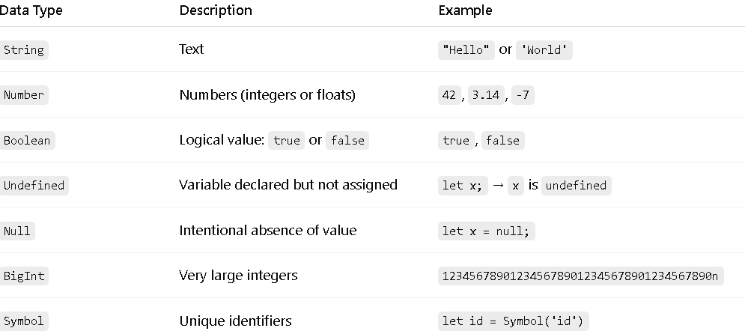
**Declaring Variables**

There are three main ways to declare a variable in JavaScript:

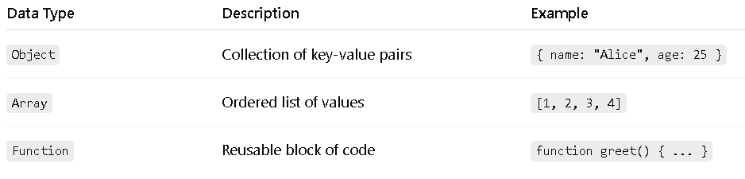
1. var – (old, mostly avoided now)
2. let – block-scoped, can be updated
3. const – block-scoped, cannot be reassigned

Data types:  
Primitive data types

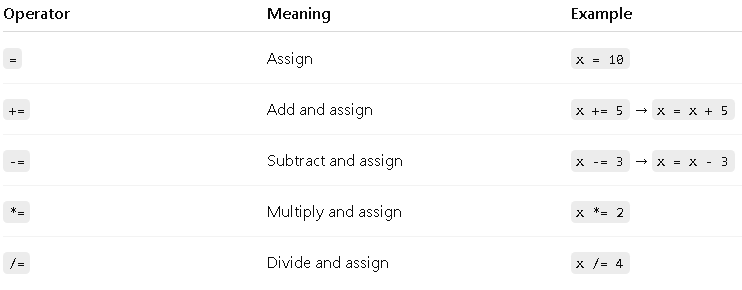
* are the basic building blocks of data in JavaScript. They represent single, simple values, and do not have properties or methods (unlike objects).

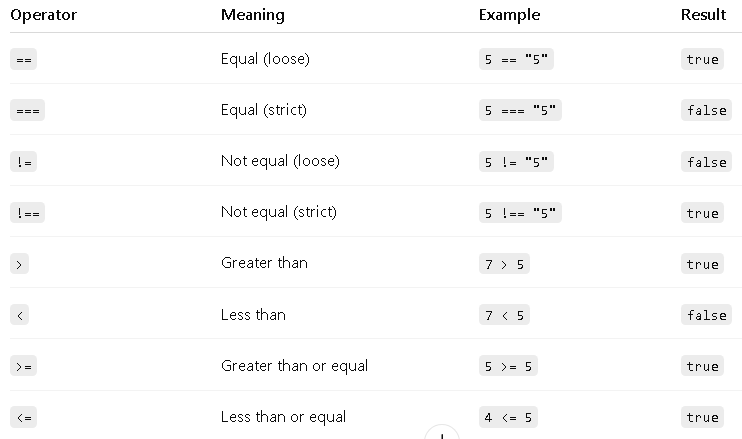
Non-Primitive data type

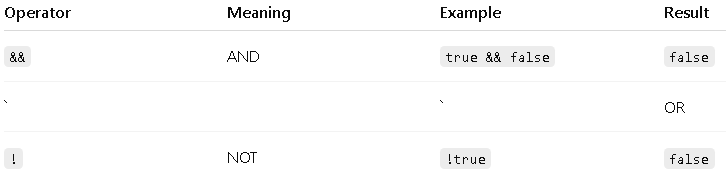
* also known as reference types, are data types that can store multiple values or more complex data. Instead of holding the actual value, a variable holds a reference (memory address) to the data.

Operators - are symbols used to perform operations on values (variables and data). They are essential for calculations, comparisons, logic, and more.

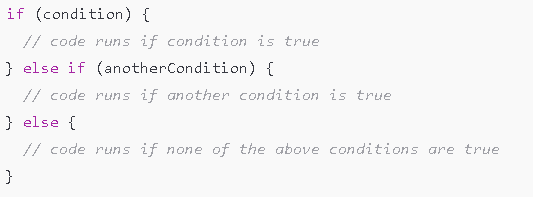
Arithmetic Operators - Used to perform basic math.

Assignment Operators - Used to assign values to variables.

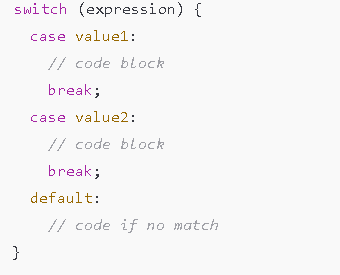
Comparison Operators - Used to compare values.

Logical Operators - Used for logic conditions (often in if statements).

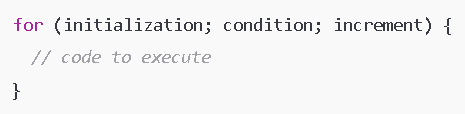
What is conditional - are used to make decisions in your code. They allow your program to execute certain blocks of code only when specific conditions are true.

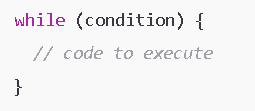
if Statement - Used to run a block of code if a condition is true.

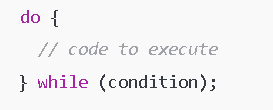
switch Statement - Used when you want to test many conditions based on the same value (more readable than many if-else if statements).

JavaScript Loop - are used to repeatedly execute a block of code as long as a condition is true. There are several types of loops, and the most common ones are:

for Loop - Used when you know how many times you want to loop.

while Loop - Used when you don't know in advance how many times you want to loop, but you know the condition.

do...while Loop - Similar to while, but guarantees the code runs at least once, even if the condition is false initially.

Loops Summary:

