

# **VARIABLES: VAR**



# REVIEW



What does variable mean?



Steps for creating variable



Rules for creating variable



Hoisting



Global object



# WHAT DOES VARIABLE MEAN?

The variable is a memory location for storing information.



# STEPS



Declaration



Initialization



# DECLARATION

```
1 var name;
```

---



# INITIALIZATION

```
1 var name = 'Andrii';
```

---



# MAIN RULES

- ⚠ Variable name can contains letters, number, symbols \$ and \_
- ⚠ The first symbol for variable name CAN'T be number
- ⚠ Case of letters
- ⚠ Never use reserved names



# RESERVED WORDS

abstract, boolean, else,  
instanceof, switch, enum,  
int, synchronized,  
break, export, interface,  
this, byte, extends,  
long, throw, case,  
false, native, throws,  
catch, final, new, transient,  
char, finally, null,  
true, class, float,  
package, try, const,

for, private, typeof,  
continue, function, protected,  
var, debugger, goto, public,  
void, default, if,  
return, volatile, delete,  
implements, short, while,  
do, import, static,  
with, double, in,  
super.





# HOISTING

**Hoisting** is a **JavaScript** mechanism where variables and function declarations are moved to the top of their scope before code execution.



# HOISTING

```
1 console.log(name);  
2 var name = 'Andrii';
```

```
1 undefined
```



# GLOBAL VARIABLES

Global variables are those variables that are not inside a function.



# GLOBAL OBJECT

In JavaScript, all global variables are properties of a special object called a global object.



# WINDOW

```
1 var name = 'Andrii';  
2 console.log(window.name);
```

```
1 Andrii
```



# SUMMARIZE



Use variables to store information



The var directive is intended to declare a variable.



Use the assignment operator to save information



Do not forget about hoisting



Always follow variable naming conventions



Variables that are not created inside functions are global



In the browser, the global object is called window

# HERE GOES!



TBC