

# Basic JavaScript Exercises

## Data Types: Primitive Types

**In the following exercises declare all your variables with `const` unless you are told otherwise**

1. **Exploring String** Create a variable with the data type 'String' and assign your name to it.
2. **Playing with Numbers** Create two variables, each with a number. Print their sum.
3. **Boolean Values** Create a boolean variable and set it to `true` .
4. **Undefined Variable** Create a variable without assigning any value to it. Print its value.
5. **Null Value** Create a variable and explicitly set its value to `null` .