Data Types & Variables in JavaScript

What are Data Types?

A data type defines the kind of value a variable can store and how it behaves in operations.

JavaScript has two categories of data types:

1 Primitive Data Types
These are immutable (cannot be changed) and stored
by value.

Туре	Example	Description	
String	"Hello"	Represents text enclosed in quotes.	
Number	10, 3.14	Stores integers and floating-point numbers.	
Boolean	true, false	Represents logical values (true or false).	
Undefined	let x;	Variable declared but not assigned any value.	
Null	<pre>let y = null;</pre>	Represents an empty or non-existent value.	
BigInt	123n	Used for very large numbers beyond Number limit.	
Symbol	<pre>Symbol('id')</pre>	Unique identifiers, often used for object properties.	

Primitive values are immutable, meaning their actual value cannot be changed once created.

2 Non-Primitive (Reference) Data Types
These are mutable (can be changed) and stored by
reference in memory.

Туре	Example	Description	
Object	{ name: "JS" }	Stores collections of properties and methods.	
Array	[1, 2, 3]	A special type of object used for ordered lists.	
Function	function() $\{\ldots\}$	A block of reusable code stored as an object.	

P Non-primitive values are mutable, meaning they can be changed after creation.

What are Variables?

A variable is a named container that stores data values.

Declaring Variables in JavaScript

JavaScript allows variables to be declared using var, let,
or const.

Keyword	Scope	Reassignable?	Hoisted?	Use Case
var	Function-scoped	Yes	Yes	Avoid using (old way)
let	Block-scoped	✓ Yes	× No	Recommended for variables that change
const	Block-scoped	× No	× No	Use for constants

Understanding Scope

Function Scope: Variables declared with var are only accessible inside the function where they are defined. Block Scope: Variables declared with let and const are accessible only within the \{\}\ block they are declared in.