* **Console:**  Console is just an environment that was built to execute small pieces of code and the show result immediately
* **Variable:** variable use to store values. Which helps to reuse that value again and again

**A Value is primitive when it is not and object**

**Undefined:** When the variable is declared but value is not yet assigned.

**Dynamic data type:** When we don’t have manual datatype instead data types are determined automatically.

**LET:**

* Let is mutable
* We can create empty variable using Let.
* We can change variable value as we need.

**CONST:**

* Const is immutable.
* We can’t create empty variable using Const.
* We can’t change variable value after declaration and initialization using Const.

**So, When we need to change variable value dynamically we will use “Let” Other than we will use “Const”.**

**“==” and “===”**

**“===”:**

* **Strict equality operator**
* **Doesn’t perform type coercion**
* **Its only true when the both values are exactly same**

**“==”:**

* **Loose equality operator**
* **Perform type coercion**