

Types - Primitive





Primitive Types

- Boolean
- Number
- String
- Null
- Undefined



Boolean

A variable declared with boolean type can have the following values:

- true
- false
- A self calling function returning a boolean
- null
- undefined



Number

A variable declared with number type can have the following values:

- Decimal(+ve and -ve) - 8, -8, 8.8, -8.8
- Hexadecimal - 0xf00d
- Binary - 0b1010
- Octal - 0o744
- A self calling function returning any of the above
- null
- undefined



String

A variable declared with string type can have the following values:

- A string with single quotes(") - 'example'
- A string with double quotes("") - "example"
- A string with backticks(~) - `example`
- A self calling function returning any of the above
- A function called on a string that returns a string
- null
- undefined



Null

A variable declared with null type can have the following values:

- null
- undefined



Undefined

A variable declared with undefined type can have the following values:

- undefined
- null



Symbol

A variable declared with symbol type:

- Can be created using `Symbol()/Symbol(null)/Symbol(1)/Symbol('foo')`
- Create Object Properties like:

```
let sym1 = Symbol();  
let obj = { [sym1]: 'bar' };  
obj[sym1] // returns 'bar'
```




Types - Reference

Next Video



Credits

Special thanks to all the people who made and released these awesome resources for free:

- Presentation template by SlidesCarnival
- Photographs by Unsplash