

JavaScript Variables

Types in JS

1. Number (operations like +, %, /, etc.)
2. String (text, concatenation)
3. Boolean (true or false)
4. **Undefined**
5. **Null**
6. **Symbol (new in ECMAScript 6)**
7. **Object**



JS variables

1. `var`
2. `let` (new in ECMAScript 6)
3. `const` (new in ECMAScript 6)



variables

Think of a variable as a “drawer”.

You can put stuff in and take it out whenever you want.

For example:

Let's say you put a ball inside your drawer. Now, you can use that drawer to access the ball anytime you want. Also, you can take out the ball and put inside a candy (reassign).



Variable naming convention

- Names should be formed from the 26 upper and lower case letters (A .. Z, a .. z), the 10 digits (0 .. 9), and _ underbar. Avoid use of international characters because they may not read well or be understood everywhere.
- Variables should not start with numbers.
- Most variables and functions should start with a lowercase letter.



undefined

When the variable is not assigned a value.

Use case: When user does not enter the password in the input box. The value of “password” variable would be **undefined**, and based on that you can tell the user that the password is “missing”!



Class Exercise 1

1. Add variable "firstName" and "lastName" // so that they equal your name.
Create a variable that holds the answer // of "firstName" + " " + "lastName"
2. Evaluate this question. What is a + b?
var a = 34;
var b = 21;
a = 2;
a + b // what is the answer here?
3. What is c equal to?
var c;

Class Exercise 2

Make a Calculator! using `prompt()`, and variables, make a program that does the following:

1. Prompts the user for the first number.
 2. Stores that the first number
 3. Prompts the user for the second number.
 4. Stores that number and responds with the DIFFERENCE (subtraction) by using an alert.
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