Variables

We use the let keyword to define variables

The = symbol assigns a variable to a variable

+= symbol changes a variable value by adding on a new value

let a = 12;

a += 3;

console.log(a);

RESULT: 15

-= symbol changes a variable by subtracting a new value

let b = 14;

b -= 12;

console.log(b);

RESULT: 2

\*= symbol changes a variable by multiplying it by a new value

let c = 4;

c \*= 6;

console.log(c)

RESULT: 24

/= symbol changes a variable by dividing it by a new value

let d = 36;

d /= 6

console.log(d)

RESULT: 6

++ symbol increments a variable value by one

-- symbol reduces a variable by 1

let year = 2022;

console.log(year);

year++; // going to the future

console.log(year);

year --; // going back to the present

console.log(year);

RESULT:

2022

2023

2022

We can declare a variable, but we do not necessarily need to assign it to value straight away.

let birthyear;

console.log(birthYear);

console.log(birthYear \* 12);

birthYear = 2009;

console.log(birthYear);

RESULT:

undefined

NaN

2009

If we display the value of a variable which has only been declared, we will result in undefined. When carrying out arithmetic operations on the variable and displaying its value, we result in NaN (not a number).