4 PILLARS in OOP

1. Encapsulation
2. Abstraction
3. Inheritance
4. Polymorphism

In OOP we combine a group of related variables and function into a unit we call the unit as an object, with refer to these variables as property and the functions as method.

Car is an object with some property with color, model and size but it has some methods like move (), stop (), start ()

In OOP we group of variables and function that operate on them into objects and we call it encapsulation. Our function has a few or no parameter.

We can hide some of the properties and methods from outside and it reduces the impact of change this is abstraction.

In inheritance we eliminate redundant code.

in Polymorphism to get rid of long if and else and switch and case example I use renders to reduce long code.

In const you can not reassign it if you want to reassign use let.

In JavaScript we have value types

1. Numbers
2. String
3. Boolean
4. Symbol
5. Undefined
6. Null

And reference types:

1. Object
2. Function
3. Array

Primitives are copied by their value and objects are copied by their reference.