**WEEK 1 Module 2**

**A Brief Introduction to JavaScript**

An essential component for web development with NodeJS is JavaScript and we will go over it a little in this module.

**DATA TYPES**

JavaScript has 7 data types that are primitive and these includes:

**String**

**Number**

**BigInt**

**Boolean**

**Undefined**

**Symbol**

**Null**

**Primitives** are data that can’t be regarded as object and have no methods. They are immutable (unchangeable) and they are the building blocks of JavaScript.

To learn more about **Primitives**, visit

<https://developer.mozilla.org/en-US/docs/Glossary/Primitive>

We can’t go over everything about JavaScript data types here as you are expected to have an afore knowledge of JavaScript before taking this course. However, you can visit the following URL for more resourceful documentation on data types in JavaScript.

<https://www.w3schools.com/js/js_datatypes.asp>

For information on variables in JavaScript, visit

<https://www.w3schools.com/js/js_variables.asp>

<https://developer.mozilla.org/en-US/docs/Learn/JavaScript/First_steps/Variables>

It is essential to understand how keyword **VAR** and **LET** defer from each other in a JavaScript context.

JavaScript arrays have a lot of capabilities and methods attached to them. To learn much more than what we have discussed in this module, visit

<https://www.w3schools.com/js/js_array_methods.asp>

JSON stands for JavaScript Object Notation and it is language independent. It’s relation to JavaScript’s object like implementation gave it the name JSON.

We can use JSON to send data that can be easily read and modified. It is the defacto for use in web servers.

You can parse and stringify JSON data in JavaScript. To learn more about JSON in JavaScript, visit

<https://www.w3schools.com/js/js_json.asp>

<https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Objects/JSON>

<https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/JSON>

