```
let name = 'John';
const age = 30;
var isStudent = true;
```

1) Variables: Declared using var, let, or const.

```javascript
let number = 42; // Number
let text = "Hello, World!"; // String
let isTrue = false; // Boolean
let array = [1, 2, 3]; // Array
let object = { key: 'value' }; // Object
```

3. **Functions**: Defined using the `function` keyword or as arrow functions.

```javascript
function greet(name) {
    return `Hello, ${name}!`;
}

const add = (a, b) => a + b;
```

4. **Control Structures**: Include conditionals and loops.

```javascript
// Conditional
if (age >= 18) {
    console.log('Adult');
} else {
    console.log('Minor');
}

// Loop
for (let i = 0; i < 5; i++) {
    console.log(i);
}
```

5. **Events**: Handlers for user actions.

```javascript
document.getElementById('button').addEventListener('click', function() {
    alert('Button clicked!');
});
```

```
// This is a single-line comment

/*
   This is a
   multi-line comment
*/
```

6) Comments: Can be single-line or multi-line.