Comments

// This is an in-line comment.

/\* This is a

multi-line comment \*/

Variables

JavaScript provides eight different *data types* which are undefined, null, boolean, string, symbol, bigint, number, and object.

* **var ourName;**
* **var myVar;**
* **myVar = 5;**
* **var myVar = 0;** //initializes to 0
* **var myName = "your name";**

"your name" is called a string literal. A string literal, or string, is a series of zero or more characters enclosed in single or double quotes.

In JavaScript all variables and function names are case sensitive. This means that capitalization matters. Write variable names in JavaScript in camelCase

unlike var, when you use **let**, a variable with the same name can only be declared once.

* **let camper = "James";**
* **let camper = "David";**

The error can var camper = "James";

* **var camper = "David";**
* **console.log(camper);**

In the code above, the camper variable is originally declared as James, and is then overridden to be David. The console then displays the string David.be seen in your browser console.

* **console.log(8+”5”); is “85”**
* **console.log(“hai: “ + 5+9); is hai 59 if string appears first then the will be converted to string**