Variables:

1) **Var**:
   - Can be updated and re-assigned
   - Can create duplicate variables
   - Can be access before it is declared, however value will be undefined
     (Temporal Dead Zone)
   - Function Scoped // Local Scope
     (If it is declared outside a function, or file has no function then it became globally scoped)

2) **Let**:
   - Cannot create duplicate variable
   - It is blocked scoped " {} "
   - Can be updated & reassigned
   - Cannot be access before it is declared

3) **Const**:
   - Cannot be updated either it's with variable or function/object, however function/object attributes can be change even though declare with const such as: "obj.attribute = new atr"
   - It is blocked scoped " {} "
   - Cannot be access before it is declared

Switch Variable Values:

Let first = "I am First"

Let Second = "I am Second"

[First, second] = [second, first]

Arrow Functions:

`Syntax:`   `(param1, param2…, paramN) => {statements}`
`Key Points:`
   - `For single parameter, " ( )" are optional,`
     `(E.g. value => {statement})`
   - `In case of no parameter, then use : " ( ) "`
   - `Arrow functions are "Anonymous function"`
   - `Arrow functions inherit the value of "this" from parent,`
     `If it is not bound to any function, then the parent will be`
     `the window object`

Default Arguments:

   - Assigning values to parameters when passing to function
     For example:
     > function calculateBill(**total, tax = 0.13, tip = 0.15**) {
     >   return total + (total * tax) + (total * tip);
     > }

Key Features:

- If the Key and Value are the same such as:
  "radius: radius"
  We can rewrite it as "radius"
- Template strings:
  const name = "Talha"; const age = 25
  const intro = `My Name is ${name} and my age is ${age}`
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