2.2 Primitive and Objects

This section will guide you to:

* Create a JavaScript project in your IDE
* Write a program in JavaScript to create data types

This lab has three subsections, namely:

2.2.1 Writing a program in JavaScript to verify implementation of data types

2.2.2 Executing the program and verifying working of data types

2.2.3 Pushing the code to your GitHub repositories

**Step 2.2.1:** Writing a program in JavaScript to verify implementation of data types

* Open Visual Studio Code
* *[Right click]* on the **src** folder of the project
* Select *New File* -> Enter the filename as **index.html**
* Write the code shown below resolving the warning and errors due compatibility-related issues

<html>

<body>

<h1>MEAN Stack</h1>

<p> Lesson 2 Demos </p>

<script src="datatypes.js"></script>

</body>

</html>

* *[Right click]* on the **src** folder of the project
* Select *New File* -> Enter the filename as **datatypes.js**
* Execute the code shown below resolving the warning and errors due compatibility-related issues

var number = 10; // Number

var text = "I am a String"; //String

var cars = ["Merc", "BMW", "Volvo"]; //Array

var x = {firstName: "John", lastName: "Doe"}; //Object

var condition = true;

console.log(number, typeof number);

console.log(text, typeof text);

console.log(cars, typeof cars);

console.log(x, typeof x);

console.log(condition, typeof condition);

var x = 10;

console.log(x, typeof x);

var number1 = 10.35; // Number

var expo = 123e5; // 12300000

var expo1 = 123e-5 // 0.00123

console.log(cars[1]);

var person = {firstName: "John", lastName : "Doe", age: 25, dob: "12/12/1981"}

console.log(person.firstName, person.lastName, person.age);

var abhay = null;

console.log(null, typeof null);

console.log(undefined, typeof undefined);

**Step 2.2.2:** Executing the program and verifying working of data types

Before you execute the program, check for syntactical corrections. If no errors are found, follow the steps mentioned below:

* Go to Extensions and download **Live Server**
* *[Right click]* on the **index.html** file of the project
* Select *Open with Live Server*
* Right click when the server starts running. Select *Inspect Element*.Click on **Console**

**Output:**

10

"number"

"I am a String"

"string"

["Merc", "BMW", "Volvo"]

"object"

[object Object] {  
  firstName: "John",  
  lastName: "Doe"  
}

"object"

true

"boolean"

10

"number"

"BMW"

"John"

"Doe"

25

null

"object"

undefined

"undefined"

**Step 2.2.3:** Pushing the code to your GitHub repositories

Open your command prompt and navigate to the folder where you have created your files.

cd <folder path>

Initialize your repository using the following command:

git init

Add all the files to your git repository using the following command:

git add . 

Commit the changes using the following command:

git commit . -m “Changes have been committed.”

Push the files to the folder you initially created using the following command:

git push -u origin master