

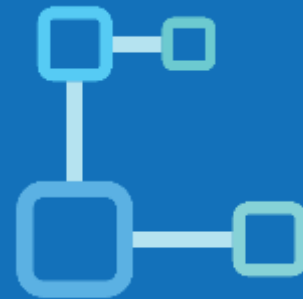


www.netlink.com

JavaScript

ES6

**VAR, LET &
CONST**



JavaScript Variables

- Variable means anything that can vary and holds the data value, and we can change it anytime.
- Variables are named values and can store any type of JavaScript value.

Here's how to declare a variable:

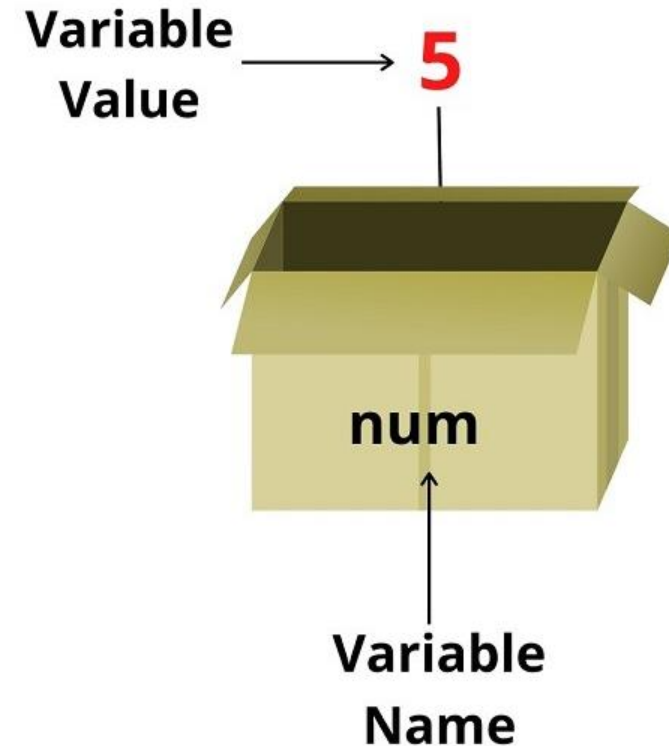
```
let marks = 75;
```

JavaScript is a **dynamic type language**; means you don't need to specify type of the variable because it is dynamically used by JavaScript engine. You need to use `let` here to specify the data type. It can hold any type of values such as numbers, strings etc. For example

```
let a=40;    //holding number
let b="Hello User!";    //holding string
```

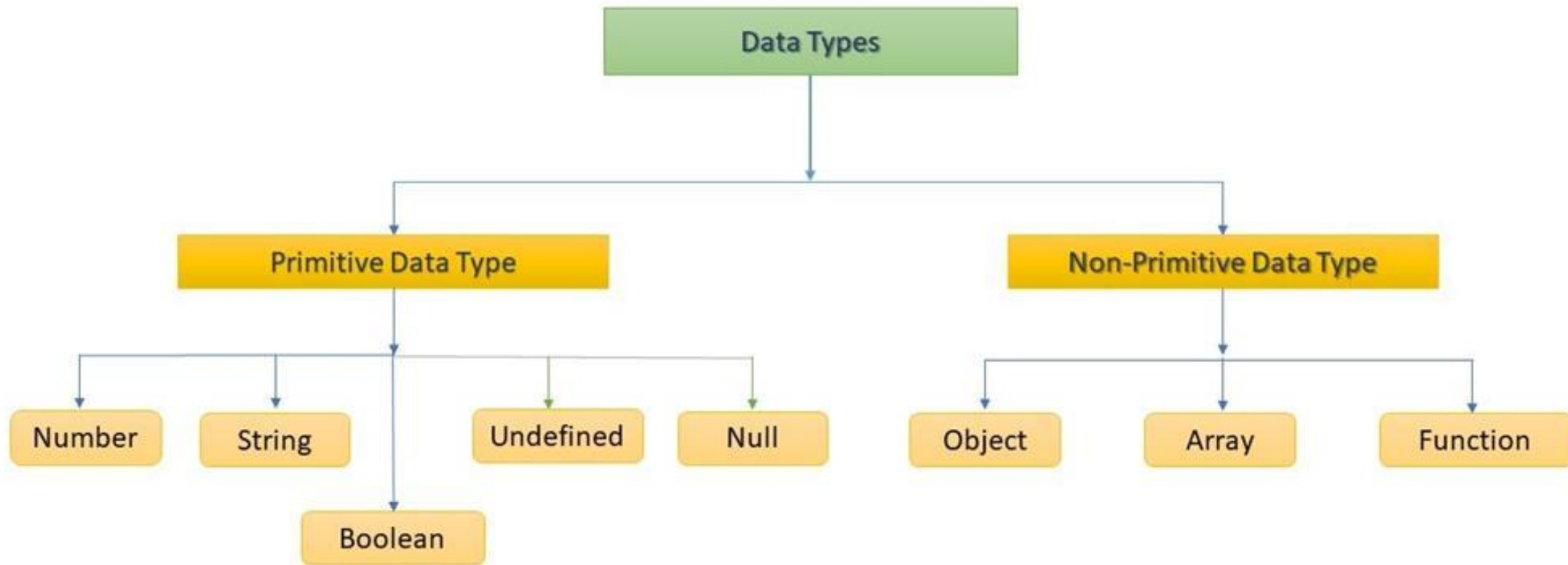
JavaScript Variables

- There are some rules while declaring a JavaScript variable (also known as identifiers).
- Name must start with a letter (a to z or A to Z), underscore(`_`), or dollar(`$`) sign.
- After first letter we can use digits (0 to 9), for example `value1`.
- JavaScript variables are case sensitive, for example `x` and `X` are different variables.



JavaScript : Data type

JavaScript provides different **data types** to hold different types of values.
There are two types of data types in JavaScript



JavaScript : Constant

```
const RATE = 0.1;  
RATE = 0.2; // TypeError
```

```
const CONSTANT_NAME = value;
```

- The const keyword was introduced in [ES6 \(2015\)](#).
- Variables defined with const cannot be Redeclared.
- Variables defined with const cannot be Reassigned.
- Variables defined with const have Block Scope.



Thank you

