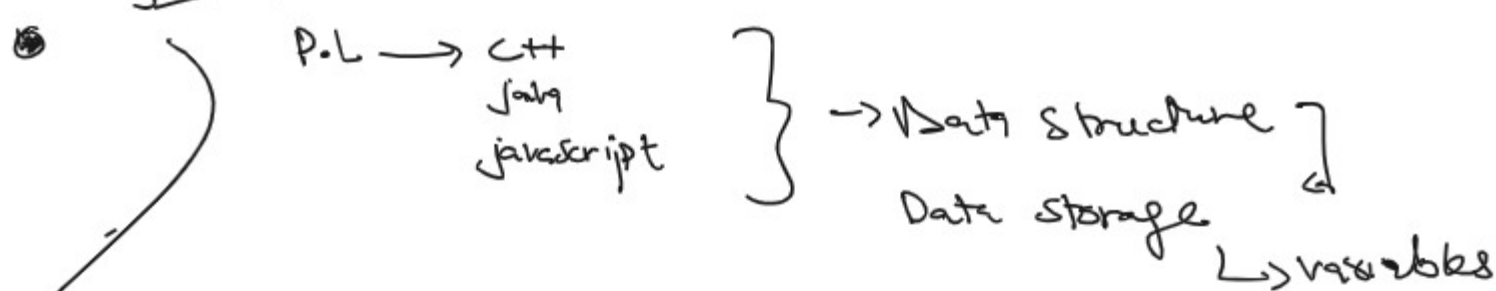


# JavaScript (Basic DataTypes & Variables)



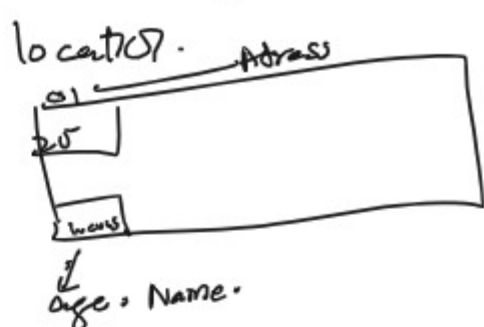
Variable is named memory location.

Suppose:

Example- (var, let, const)

let age: 25;

→ name  
 → value  
 → Dynamically typed  
 → end of line.



② How to Declare Variable?

① Function Scope  
 ② Global Scope  
 ③ Global Scope

let a = 60;  
 var a = 50;  
 const a = 80;

var → Re-Declaration.

let → create variable → Block Scope → only work between { curly } brackets.

→ Re Declaration not allowed.

let a = 100;  
 let a = 101;

→ Error

e.g. let a = 100;  
 a = 101;

→ possible

String = "collection of character".

Dynamic typed.

(3) Const → Not changed → e.g. Const A = 20;  
 Redefine X.  
 ReDeclaration X.

## Rule of Variable Declaration. (Naming)

- ① Number, \_ & → possible
- ② No space
- ③ camel case ① NewCapitalWord ② studentCouncil.
- ④ Variable name should be meaningful.
- ⑤ Don't Use Reserved keyword. like int, str, Null, new, etc.

let Number = 25;

→ which type & Size of Data.  
 (DataTypes) → Types of Data.

① Integer, Float, String, boolean, Null.

① Primitive Data Types ② Non Primitive Data Types

① Primitive Data Types

- ① Number → 1, 2, 3, 555, 6, 7
- ② String → "Waris", "Huyet", "School", "Hello world";
- ③ boolean → True, False
- ④ Undefined → No value is assign to variable.
- ⑤ Null → let value is null;
- ⑥ Symbol
- ⑦ BigInt  $2^{53}-1$  if  $(2^{53}-1)$  if handle the largest number than  $(2^{53}-1)$ .

If you want to check the type of Datatypes  
 You just type the console.log(typeof(marks));  
 variable.