**Javascript Data Types**

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

1. Primitive data type
2. Non-primitive (reference) data type

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 **var** here to specify the data type. It can hold any type of values such as numbers, strings etc. For example:

1. var a=40;//holding number
2. var b="Rahul";//holding string

**JavaScript primitive data types**

There are five types of primitive data types in JavaScript. They are as follows:

|  |  |  |  |
| --- | --- | --- | --- |
| **Data Type** | | **Description** | |
| String | represents sequence of characters e.g. "hello" | |
| Number | represents numeric values e.g. 100 | |
| Boolean | represents boolean value either false or true | |
| Undefined | represents undefined value | |
| Null | represents null i.e. no value at all | |

**JavaScript non-primitive data types**

The non-primitive data types are as follows:

|  |  |  |
| --- | --- | --- |
| **Data Type** | **Description** | |
| Object | represents instance through which we can access members |
| Array | represents group of similar values |
| RegExp | represents regular expression |

**Examples:**

var x1 = 34.00; **// Written with decimals**

var x2 = 34; **// Written without decimals**

var lastName = "Johnson"; **// String**

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

var x; **// Now x is undefined**

var x = 5; **Boolean Datatype**

var y = 5;

var z = 6;

(x == y) **// Returns true**

(x == z) **// Returns false**

var person = {firstName:"John", lastName:"Doe", age:50, eyeColor:"blue"};

person = null; **// Now value is null, but type is still an object**