**Primitive Type:** A type of data that represents a single value (That is, not an object).

1. Undefined - It represents lack of existence (You shouldn’t set a variable to this). This means the engine says the code is not defined.
2. Null - it represents lack of existence (You can set a variable to this). Leave the undefined for the browser but the programmer can defined a variable to null.
3. Boolean - Means either True or False.
4. Number - JavaScript only has 1 numeric type. (It’s a floating-point number - means there’s always some decimals).
5. String - A sequence of characters.
6. Symbol - Used in ES6 (The next version of JavaScript).