step02_const_let

Variable Declaration

In TypeScript, const and let are two keywords used for declaring variables, with different rules and use cases that help manage the scope and immutability of variables.

let and const provide block scope, replacing the need for var in modern TypeScript.

let allows reassignment and is useful for variables whose values will change.

const prevents reassignment, promoting immutability for variables that should not change after their initial assignment.

Both keywords enhance the readability and maintainability of code by providing clear intentions about variable usage and scope.

Let

Scope: Block-scoped, meaning the variable is only accessible within the block where it is defined (e.g., within a pair of { }).

Reassignment: Can be reassigned to a different value.

```
let age: number = 25;
age = 26; // Valid
if (true) {
    let message: string = "Hello";
    console.log(message); // Valid}
// console.log(message); // Error: 'message' is not defined (because it is out of scope)
```

const

- **Scope**: Block-scoped, similar to let.
- **Immutability**: Variables declared with const cannot be reassigned after their initial assignment. However, this does not mean the value is immutable. If the value is an object or array, its properties or elements can still be modified.

```
const age: number = 25;
// age = 26; // Error: Cannot assign to 'age' because it is a constant

const person = {
    name: "Alice",
    age: 25
};
person.age = 26; // Valid: The object is still mutable
// person = { name: "Bob", age: 30 }; // Error: Cannot reassign the constant variable
```

Differences Between const and let

1. **Reassignment**:

- o let allows reassignment.
- o const does not allow reassignment after the initial assignment.

2. **Scope**:

 Both let and const are block-scoped, meaning they are only accessible within the block they are defined in.

3. Temporal Dead Zone:

o Both let and const are subject to the Temporal Dead Zone, meaning they cannot be accessed before their declaration in the block scope.