



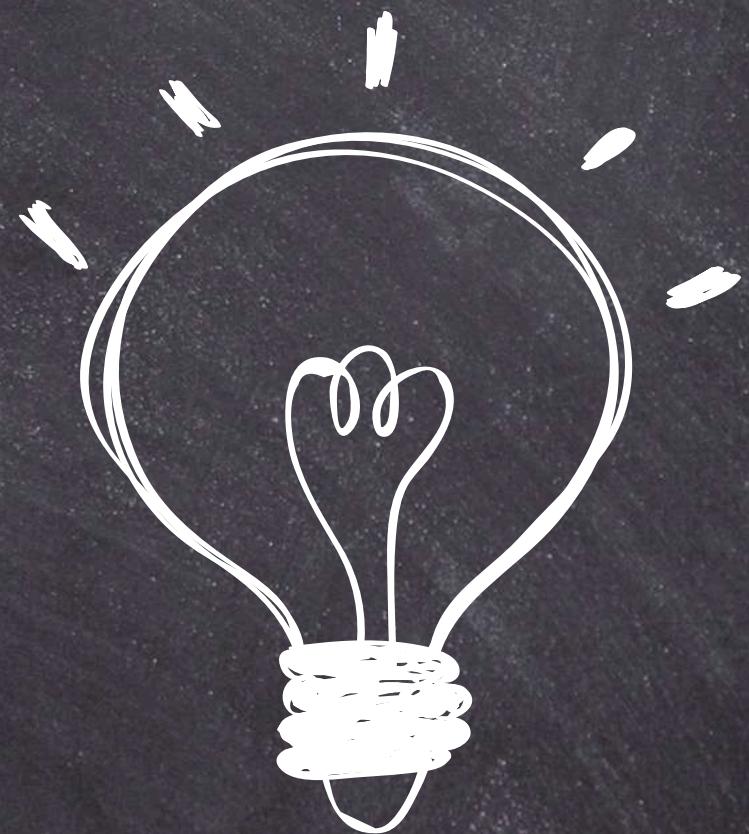
# JS DATATYPES

# INTRODUCTION



## BRIEFLY INTRODUCES THE JAVASCRIPT DATA TYPES

- JavaScript data types are the foundation for understanding how to store and manipulate data in programs.
- Divided into two main categories: Primitive and Non-Primitive.
- Understanding these types is crucial for managing variables, functions, and overall program logic.



# PRIMITIVE DATA TYPES OVERVIEW

{ PRIMITIVE DATA TYPES ARE THE BASIC BUILDING BLOCKS IN JAVASCRIPT.

THESE TYPES ARE IMMUTABLE, MEANING THEIR VALUES CANNOT BE ALTERED.



STRING

NULL

# TYPES

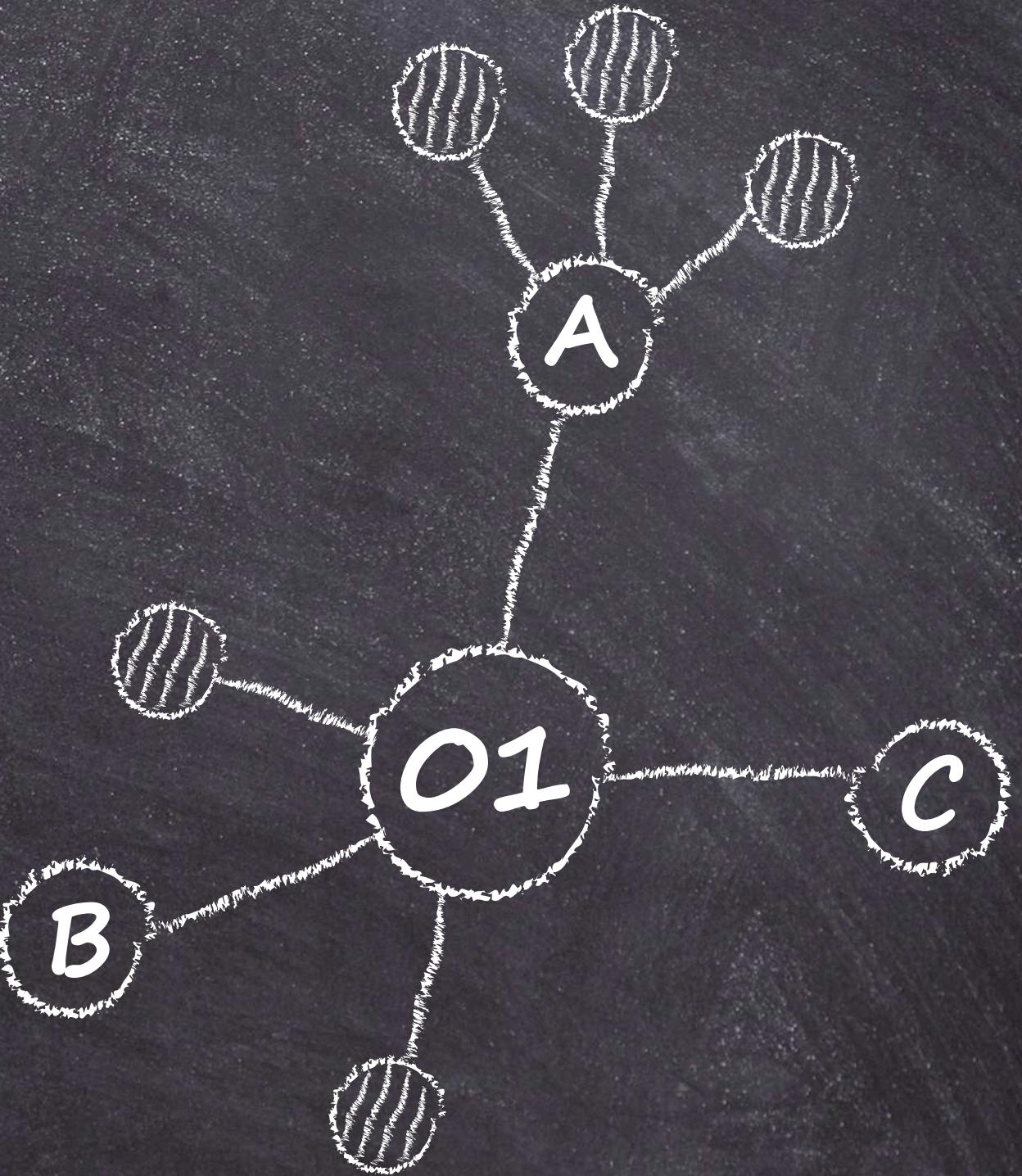
NUMBER

BOOLEAN

UNDEFINED

# NUMBER

- Primitive data types are the basic building blocks in JavaScript.
- These types are immutable, meaning their values cannot be altered.
- JavaScript primitive types include: Number, String, Boolean, Null, Undefined, and Symbol.



# 2

Used for representing textual data.

Examples: let name = "John";, let message = 'Hello, world!';

# STRING



# 3

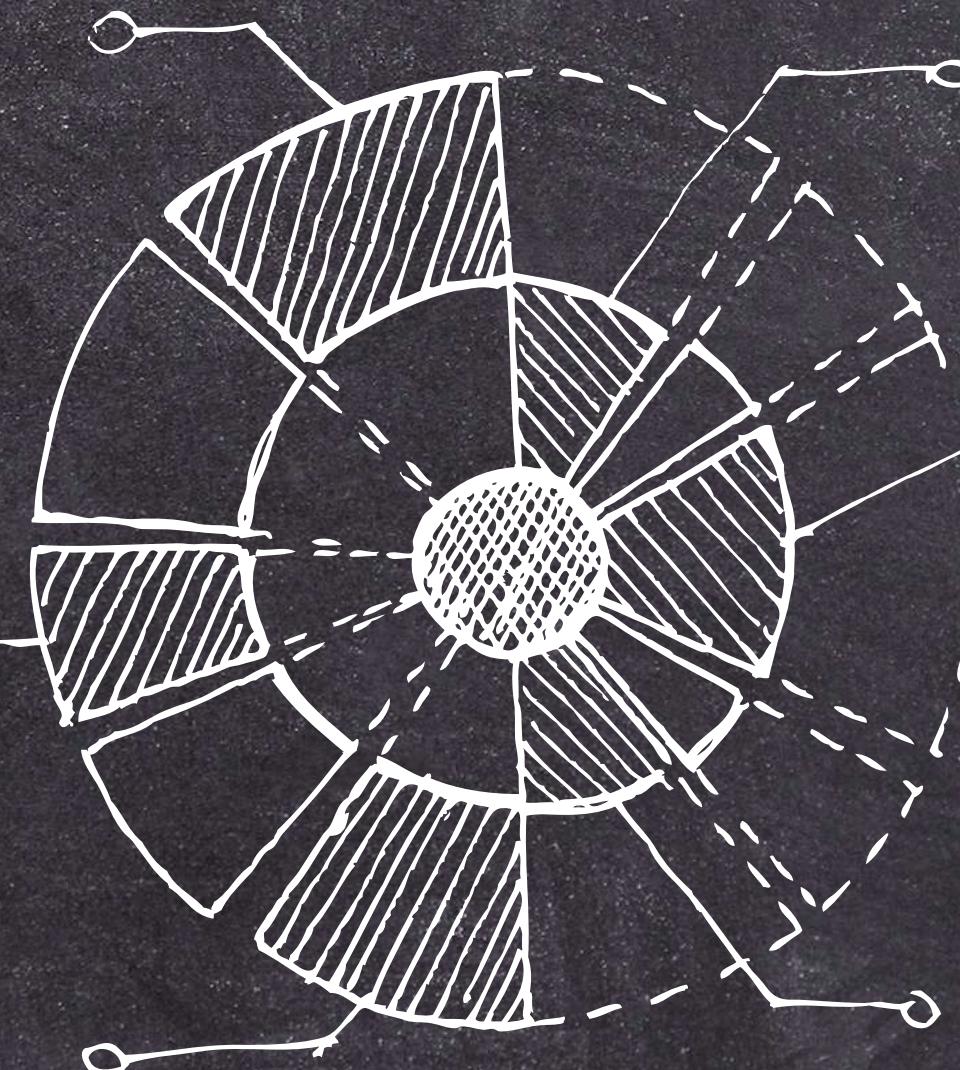
Can be created with single, double, or backticks (for template literals).

Use case: Displaying or manipulating text and combining variables within strings.

# BOOLEAN

REPRESENTS TWO  
VALUES - TRUE OR  
FALSE.

EXAMPLE: LET  
ISACTIVE = TRUE;  
LET HASLICENSE =  
FALSE;



USE CASE: PROGRAM CONDITIONS STATEMENTS).

# NULL AND UNDEFINED



REPRESENTS AN INTENTIONAL ABSENCE OF ANY OBJECT VALUE. OFTEN USED TO CLEAR OR RESET A VARIABLE.

let person = null;

let age; // age is undefined

Null is explicitly assigned, while undefined occurs naturally when no value is assigned.

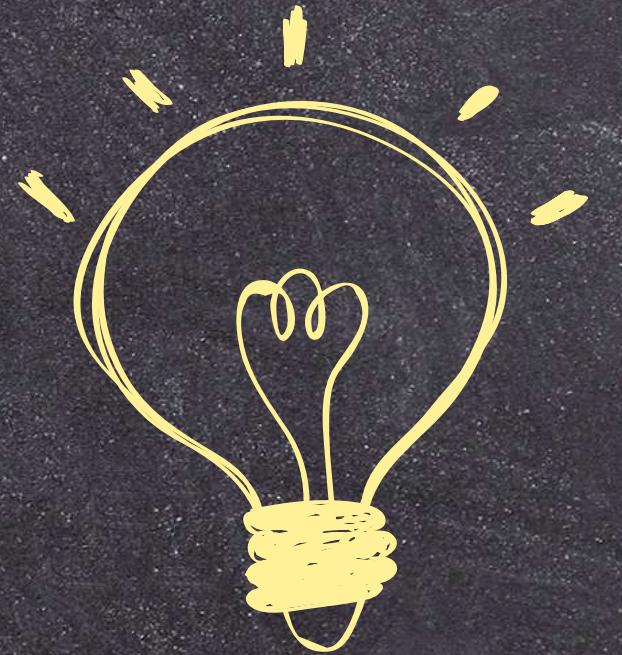
# NON-PRIMITIVE DATA TYPE: OBJECT

A COMPLEX DATA TYPE THAT ALLOWS STORAGE OF COLLECTIONS OF DATA AND MORE COMPLEX ENTITIES.

Objects are mutable, meaning their properties can be changed.

Examples of objects: Plain objects {}, Arrays [], and Functions.

Use case: Storing structured data, creating key-value pairs, and organizing related data.



**MASTER THE CHAOS OR  
BE MASTERED BY IT.**