**Javascript – Questpond**

* Datatypes defined during runtime

var x = 50;

* There three primitive datatypes in JS – string, Boolean, int

Var x = 50;

Var y = “Ankit”;

Var z = true;

* Undefined – variable declared but not defined

Var a;

* Null

Var b = null;

* There are only two scope – Private and global which is depends on lexical approach

Lexical scope approach - depending on positions of variable its value changes.

* Auto Global Variable – bad practice

X = 5;

* Hoisting - Always declare variables at top
* Closure
* define Function inside a function with return type
* Helps to maintain state
* Helps to access private member of function outside
* IIFE – Immediately Invoke Function Expression

Anonymous function

* “this” keyword

This refers to windows objects in DOM

* In JS, Classes are nothing but functions