**Chack variable types**

Number

var number = 100;

console.log(typeof number);

String

var number = '100';

console.log(typeof number);

Boolean

var IsHappy = true;

console.log(typeof IsHappy);

Undefine

var IsHappy;

console.log(typeof IsHappy);

Error and fixed with 0.1 and 0.2 not with others floating number

var number1 = 0.1;

var number2 = 0.2;

var Total = number1 + number2;

Total = Total.toFixed(1);

Total = parseFloat(Total);

console.log(Total);