



# JavaScript Data Types

• A datatype is a set of possible values and a set of operations on it

• There are 7 basic data types in JS:

**1. Number:** for numbers of any kind: integer (-1, 24, 0) or floating-point (2.343, 1.0, 3.14159265). **let x = 1;** or **let x = 1.5;**

2. **String:** for characters or strings of characters (let `x = "Sam";` or `'My name is Sam.'` or `"the creepy and specific identification of your location stored as a string such as 123 Rainbow dr"`)

3. Boolean: for true or false

4 Null: special value which represents ‘nothing’, ‘empty’: let x = null;



5. **Undefined:** for unsigned values (e.g. variables declared but not defined) **let x;** or **let x = [];** for an undeclared array)

6. **Object:** for more complex data structures (object-oriented programming) **const car = {type:'Fiat', model:'500', color:'white'};**

7. **Symbol(new):** taken that `new` as `uniqueID` as `var symbol1=Symbol('prop');`

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- A data type is a set of possible values and a set of allowed operations on it
- There are 7 basic data types in JS:
  1. **Number:** for numbers of any kind: integer (-1, 24, 0) or floating-point (2.343, 1.0, 3.14159265). **let x = 1;** or **let x = 1.5;**
  2. **String:** for characters or strings of characters (**let x = "Sam";** or "My name is Sam." or "the creepy and specific identification of your location stored as a string such as 123 Rainbow dr" )
  3. **Boolean:** for true or false
  4. **Null:** a special value which represents "nothing", "empty": **let x = null;**
  5. **Undefined:** for unassigned values (e.g. variables declared but not defined) **let x;** **let x;** or **let x = [ ];** for an undeclared array)
  6. **Object:** for more complex data structures (object-oriented programming) **const car = {type:"Fiat", model:"500", color:"white"};**
  7. **Symbol (new):** token that serves as unique IDs **var symbol1 = Symbol("prop");**

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**Name the variable declaration and data type!**