# 02

## Data Types and Variables

#### WHAT YOU WILL LEARN

- > JavaScript Comments
- Weakly and Dynamic Typed Programming Language
- > JS Predefined Object console
- Variable with Datatypes

#### **Java Script Comments**

- JavaScript comments can be used to explain JavaScript code. It is not executed
- 1. Single Line // Any text between // and the end of the line will be ignored by JavaScript (will not be executed).

```
i. Example - let x = 5;  // Declare x, give it the
  value of 5
```

2. Multi-line Comments

Any text between /\* and \*/ will be ignored by JavaScript.

```
/*
The code below will change */
```

### Weakly and Dynamic Typed Programming Language

- > Weakly Typed: weakly type language, means you have to specify type of the variable
  - Example c,cpp,c#,vb.net, java etc..
- > Dynamic Typed: dynamic type language, means you don't need to specify type of the variable because it is dynamically used by JavaScript engine.
  - Example JavaScript , python

#### Console is predefined object of JavaScript

- error() Outputs an error message to the console
  - example console.error("You made a mistake");
- info() Outputs an informational message to the console
  - example console.info("Hello world!");
- log() Outputs a message to the console
  - console.log("Hello world!");
- table() Displays tabular data as a table
  - Example console.table(["Audi", "Volvo", "Ford"]);
  - console.table({firstname:"John", lastname:"Doe"});

➤ **Variable** A JavaScript variable is simply a name of storage location.

#### Variable Rules while declaring a JavaScript

- Name must start with a letter (a to z or A to Z), underscore (\_ ), or dollar(\$) sign.
- After first letter we can use digits (0 to 9), for example value1.
- JavaScript variables are case sensitive, for example x and X are different variables
- > **Data Types** JavaScript provides different data types to hold different types of values. There are two types of data types in JavaScript.

1)Primitive data type - There are five types of primitive data types in JavaScript. They are as follows:

Data Type	Description	
String	represents sequence of characters e.g. "hello"	
Number	represents numeric values e.g. 100	
Boolean	represents boolean value either false or true	
Undefined	represents undefined value	
Null	represents null i.e. no value at all	

2)non-primitive (reference) data type - The non-primitive data types are as follows:

Data Type	Description
Object	represents instance through which we can access members
Array	represents group of similar values
RegExp	represents regular expression