JavaScript has 8 Datatypes

1. String  
2. Number  
3. Bigint  
4. Boolean  
5. Undefined  
6. Null  
7. Symbol  
8. Object

The Object Datatype

The object data type can contain:

1. An object  
2. An array  
3. A date

In JavaScript you cannot use these reserved words as variables, labels, or function names:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| abstract | arguments | await\* | boolean |  |  |  |  |
| break | byte | case | catch |  |  |  |  |
| char | class\* | const | continue |  |  |  |  |
| debugger | default | delete | do |  |  |  |  |
| double | else | enum\* | eval |  |  |  |  |
| export\* | extends\* | false | final |  |  |  |  |
| finally | float | for | function |  |  |  |  |
| goto | if | implements | import\* |  |  |  |  |
| in | instanceof | int | interface |  |  |  |  |
| let\* | long | native | new |  |  |  |  |
| null | package | private | protected |  |  |  |  |
| public | return | short | static |  |  |  |  |
| super\* | switch | synchronized | this |  |  |  |  |
| throw | throws | transient | true |  |  |  |  |
| try | typeof | var | void |  |  |  |  |
| volatile | while | with | yield |  |  |  |  |

The most important changes in ES2015 include

* Arrow functions
* Promises
* Generators
* let and const
* Classes
* Modules
* Multiline strings
* Template literals
* Default parameters
* The spread operator
* Destructuring assignments
* Enhanced object literals
* The for..of loop
* Map and Set