There are 5 main primitive Datatypes (Variables)

* Numbers
  + Example:
    - 5
    - 3.14
* Strings
  + Example:
    - “Hello World”
    - “43”
* Bool
  + Example:
    - true
    - false
* Null and Undefined
  + These are values
  + Example:
    - null
    - undefined

Numbers

* Numbers
  + Put out any numbers
* Mathematics
  + 4+10
  + 1/5
* Modulo
  + 10 % 3 = 1
  + 24 % 2 = 0
  + 15 % 11 = 4

Strings

* String
  + “Hello World” or ‘Hello World’
* String concatenation
  + “Charlie + Brown”
* Escape Characters starts with ‘\’
  + “She said \ “goodbye!\ ” ”
  + IF we wants a backslash
    - “To see a backslash a \\”
* Length
  + This will return the number of characters inside the “ “
  + Example:
    - “Hello”.length //5
* Accessing individual characters using [] and an index
  + The index starts at 0
  + Example:
    - “Hello”[0] //H

Quick Exercises

1. 100 % 3  
   1
2. (“blah” + “blah”)[6]  
   a
3. “hello”.length % “hi\\”.length  
   2

Variables

* A container that has something (Name, number, etc) on it
* It always start with “var”
* Javascript has dynamic typing so it lets us change from one variable to another
* Example:
  + var yourVariableName = yourValue;
  + var name = “Rusty”;
  + var secertNumber = 73;
  + var isAdorable = true;
  + var name = “Rusty”;  
    “Hello There “ + name // Hello There Rusty
  + var name = “Robert”  
    name = “Bob”

Null and Undefined

* Example
  + var name;
  + var age;
    - These two are not declared so therefore they are undefined
* Example:
  + var currentPlayer = “Charlie”;  
    currentPlayer = null;
    - This variable is assigned “Charlie” but now is cleared out.