

# Day 5: Const

## JavaScript ES6 Const

The *const* keyword makes it much easier to deal with constant variables at times.

### Const

The *const* declaration creates a read-only reference to a value. A *const* variable identifier cannot be reassigned.

An initializer for a constant is required, i.e., its value must be specified in the same statement in which it's declared.

#### SAMPLE CODE

```
const ONE = 1;
ONE = 2;
console.log(ONE);

const TWO;
TWO = 2;
console.log(TWO);
```

#### OUTPUT

```
1
undefined
```

### Task

Your task is to declare the following constants:

- **PI** and initialize it with *Math.PI* .
- **EULER** and initialize it with *Math.E* .
- **SQRT2** and initialize it with *Math.SQRT2* .