

05

Day-2

September 2023

Tuesday

(248 - 117)

Week 35

Data type

- JS has dynamic type which means the same variable can store different data type.

let n; // n is undefined

n = 5; // Now n is a number

n = "John" // Now n is a string

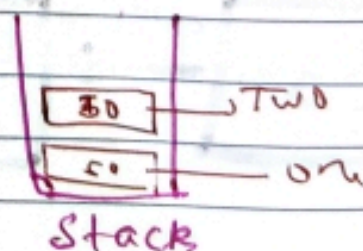
① Primitive Data type

- They are immutable, which means you can't change their values & if you are changing then you are actually creating a new value.
- They are passed by value.
- They are compared by their actual values.
- It is stored in stack, a primitive data type on stack is identified by the variable name.

ex →

let one = 50

let two = 50



NIPPON PAINT
Inspired by you

let numOne = 50

let numTwo = numOne

numOne = 100

console.log(numOne) ?

console.log(numTwo) ?

(ii) Reference data type in JS
→ Dynamic in nature.

Difference b/w primitive & Reference data type?

In Reference data type the values are not directly stored in the stack as in primitive.

Let's us take an example →
you have created an object & the object is stored in the heap memory & the variable name is stored in the stack and it points to the object.

```
let obj1 = {  
  name: "sonny",  
  age: 21  
}
```

```
let obj2 = obj1;
```

```
obj1.age = 25;
```

```
log(obj2);
```

Stack

Heap

