1 - Primitive data type

1 - Primitive data type

2 - Non-Primitive data type

1 - Primitive data type

The predefined data types provided by JavaScript language

also known as in-built data types.

1 - Primitive data type

The predefined data types provided by JavaScript language

also known as in-built data types.

2- Non-Primitive data type

The data types that are derived from primitive data

also known as derived data types.

Primitive data type

Number

Primitive data type

Number

25 3.14 -89 -9.475

Primitive data type

Number

25 3.14 -89 -9.475

```
let total = 98;
let profit = 34.5;
let loss = -50;
```

Primitive data type

Number

25 3.14 -89 -9.475

```
> typeof(25)

< 'number'
> typeof(3.14)

< 'number'
> typeof(-9.475)
< 'number'</pre>
```

Primitive data type

String

"Codingwithprakash" 'Codingwithprakash'

Primitive data type

String

"Codingwithprakash" 'Codingwithprakash'

```
let channelName = "codingwithprakash";
let asloChannelName = 'codingwithprakash';
```

Primitive data type

String

"Codingwithprakash"

'Codingwithprakash'

```
> typeof('codingwithprakash')
< 'string'
> typeof("codingwithprakash")
< 'string'
> |
```

Primitive data type

Boolean

true

false

Primitive data type

Boolean

true

false

```
let channelSubscribed = true;
let videoLiked = false;
```

Primitive data type

Boolean

true false

```
> typeof(true)

< 'boolean'
> typeof(false)

< 'boolean'
>
```

Primitive data type

Null

null

Null

null represents an intentional absence of a value.

```
Js sample.js •
Users > prakashshukla > Desktop > Js sample.js > ...
      var result = null;
```

Primitive data type

Null

null

```
> typeof(null)
< 'object'</pre>
```

Primitive data type

Null

null

From the MDN page about the behaviour of the typeof operator:

null

```
// This stands since the beginning of JavaScript
typeof null === 'object';
```

In the first implementation of JavaScript, JavaScript values were represented as a type tag and a value. The type tag for objects was 0. null was represented as the NULL pointer (0x00 in most platforms). Consequently, null had 0 as type tag, hence the "object" typeof return value. (reference)

A fix was proposed for ECMAScript (via an opt-in), but was rejected. It would have resulted in typeof null === 'null'.



Javascript Course in Hindi #2 What is ECMAScript?

16 views • 9 hours ago



CodingWithPrakash

Learn the basics of Javascript in our second tutorial in Hindi. In this video, I have covered what is ECMAScript which is a very ...

Primitive data type

Undefined

undefined

Primitive data type

Undefined

undefined

let total = undefined

Primitive data type

Undefined

undefined

```
> let total; typeof(total);
< 'undefined'
>
```

Primitive data type

Symbol

Primitive data type

Symbol

```
Symbol();
Symbol();
Symbol();
Symbol();
```

Primitive data type

Symbol

```
let user = { name: "codingwithprakash" };
user.name = "prakash";
```

Primitive data type

Symbol

```
let user = { name: "codingwithprakash" };
user.name = "prakash";
const nameSymbol = new Symbol("name");
user[nameSymbol] = "prakash";
```

Primitive data type

Symbol

```
> typeof(Symbol())
< 'symbol'</pre>
```

Primitive data type

BigInt

9007199254740991n BigInt(9007199254740991)

Primitive data type

BigInt

9007199254740991n

BigInt(9007199254740991)

```
> typeof(9007199254740991n)
< 'bigint'
> typeof(BigInt(9007199254740991))
< 'bigint'
>
```

Non- Primitive data type

Non- Primitive data type

Variables of non-primitive data types are stored in the heap memory of the system, while primitive data types variables are stored in the stack space of the system.

Non- Primitive data type

Object

Non- Primitive data type

Object

```
var shape = {};
var square = {length: 15, breadth: 15};
```

Non- Primitive data type

Array

Non- Primitive data type

Array

```
// creating an empty array (no arguments)
var array1 = new Array();

// creating an array with the number of elements (a single argument)
var array2 = new Array(9);

// creating an array with multiple values (two or more arguments)
var array3 = new Array(9, 7, 6.2, "hello");
```