* **Data types (specific to JavaScript)**
  + What is a Data Type?
    - A classification that tells a compiler or interpreter how to use a specific set of date
  + The latest standard of JavaScript defines 7 data types
    - Boolean, null, undefined, number, string, symbol\*, object
    - Primitive means that their values are incapable of being changed
* **The six we will be learning**
  + Boolean = true or false
  + Null = nothing one value
  + Undefined = yet to be defined
  + Number = integer or a float
    - JavaScript will automatically turn all numbers into floats
  + String = textual data, immutable
  + Object = a collection of properties in JavaScript
* **Intro to JavaScript 10/26/2017**
  + JavaScript is a language of the web.
  + Is a full stack language
  + **JavaScript: the background**
    - Crated in 1995; originally called LiveScript
    - Standardized by ECMAScript specs
    - In recent years, JavaScript has become a full stack – handling client side processes and request, as well as server side request.
  + **JavaScript is a full-fledged programming language**
  + **What can JavaScript do?**
    - Carousels
    - Interaction
    - Burger
    - barlight boxes
    - Button responses
  + **Script tags**
    - <script>
      * CODE CODE CODE
    - <script>
  + **JavaScript requires us to think like programmers** 
    - Steps need to be simple
    - Java is a list of direction or instructions for a computer
  + **Commenting**
    - Comments are written the same way they are in c#
    - Use external file
  + **Variable**
    - Variable store data to be used when called.
    - var numberOfStudents = 21;
    - a variable cannot have “reserved words” from JavaScript.
    - just do camel case.
    - Best variable names follow a structure and are understandable
    - Continents
  + **Back to string**
    - You need to “escape” quotes to use them in string with the \ key.