

Primitive Data Type

Values and Variables:

- Declare variables called 'country', 'continent' and 'population' and assign their values according to your own country (population in millions)
- Log their values to the console.

Data Types :

- Declare a variable called 'island' and set its value according to your country. The variable should hold a Boolean value. Also declare a variable 'language', but don't assign it any value yet
- Log the types of 'island', 'population', 'country' and 'language' to the console.
- Create a string variable containing your full name.
- Write the string manipulation code using template literals to include variables inside strings.

Basic Arithmetic Operations:

- Declare two variables with numeric values.
- Perform and log the results of addition, subtraction, multiplication, division, and modulus operations.

Floating-Point Precision:

- Provide an example where adding two decimal numbers results in a precision error.
- Show how to solve or mitigate this issue using toFixed, parseFloat, or another method.

Boolean data type :

1. Boolean Values:

- Create variables with true and false values.

- Demonstrate the use of logical operators (&&, ||, !) with these boolean values.