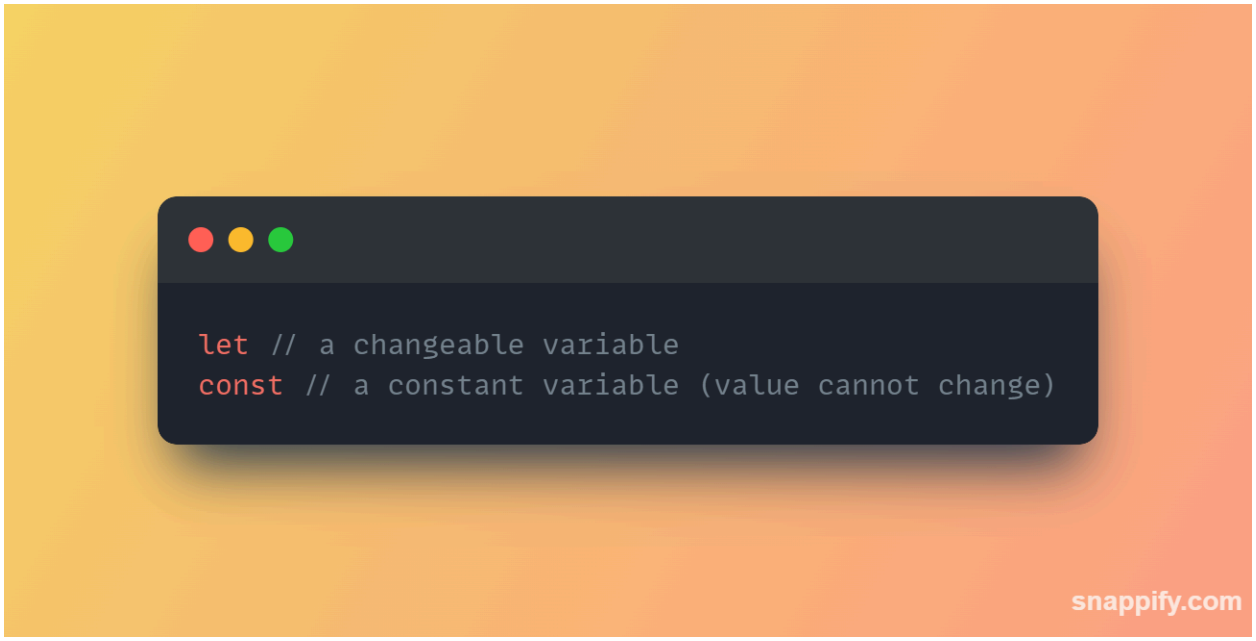
What is a Variable?

A **variable** is used to store data that we can use later in our code.

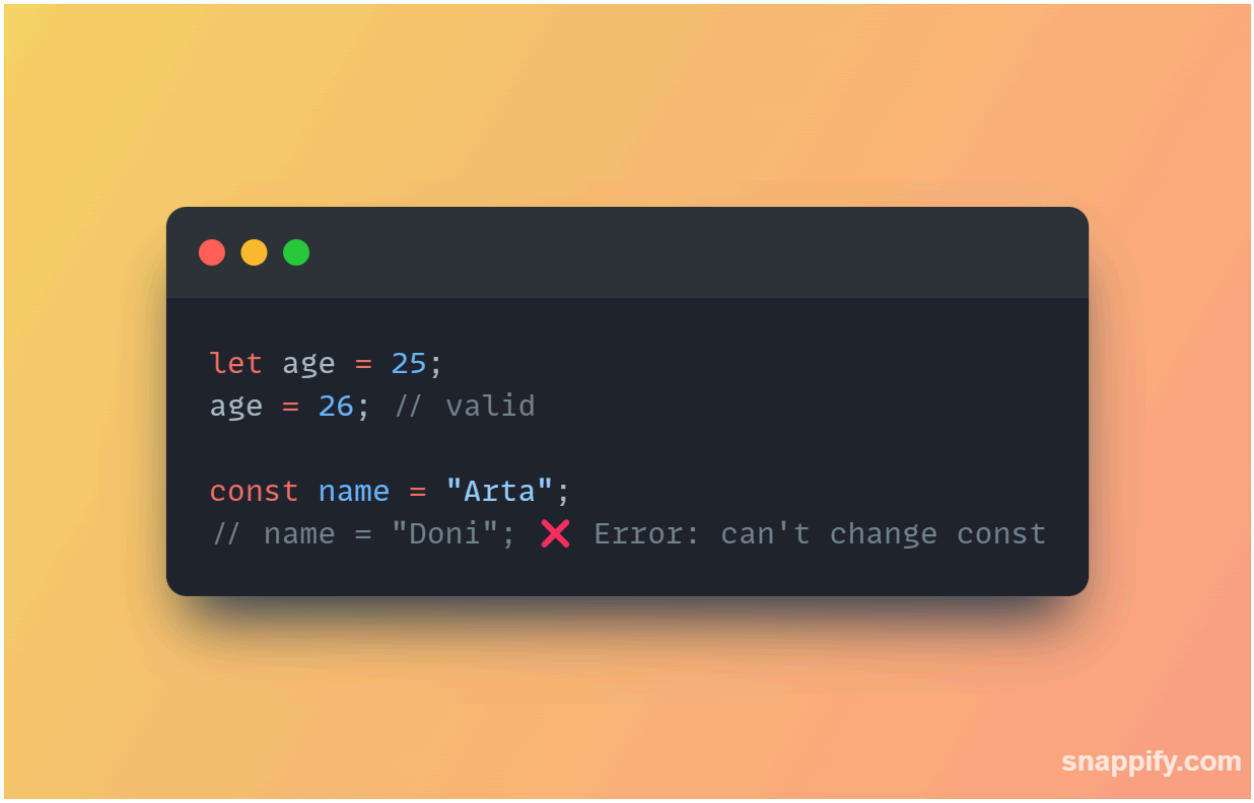
We define variables in JavaScript using:



🔸 let vs const

Keyword	Can Change?	Use For
`let`	✅ Yes	Values that might change (like a counter, score, input)
`const`	❌ No	Values that should stay the same (like app name, fixed tax rate)

Shembulli:


let age = 25;
age = 26; // valid
const name = "Arta";
// name = "Doni"; ❌ Error: can't change const
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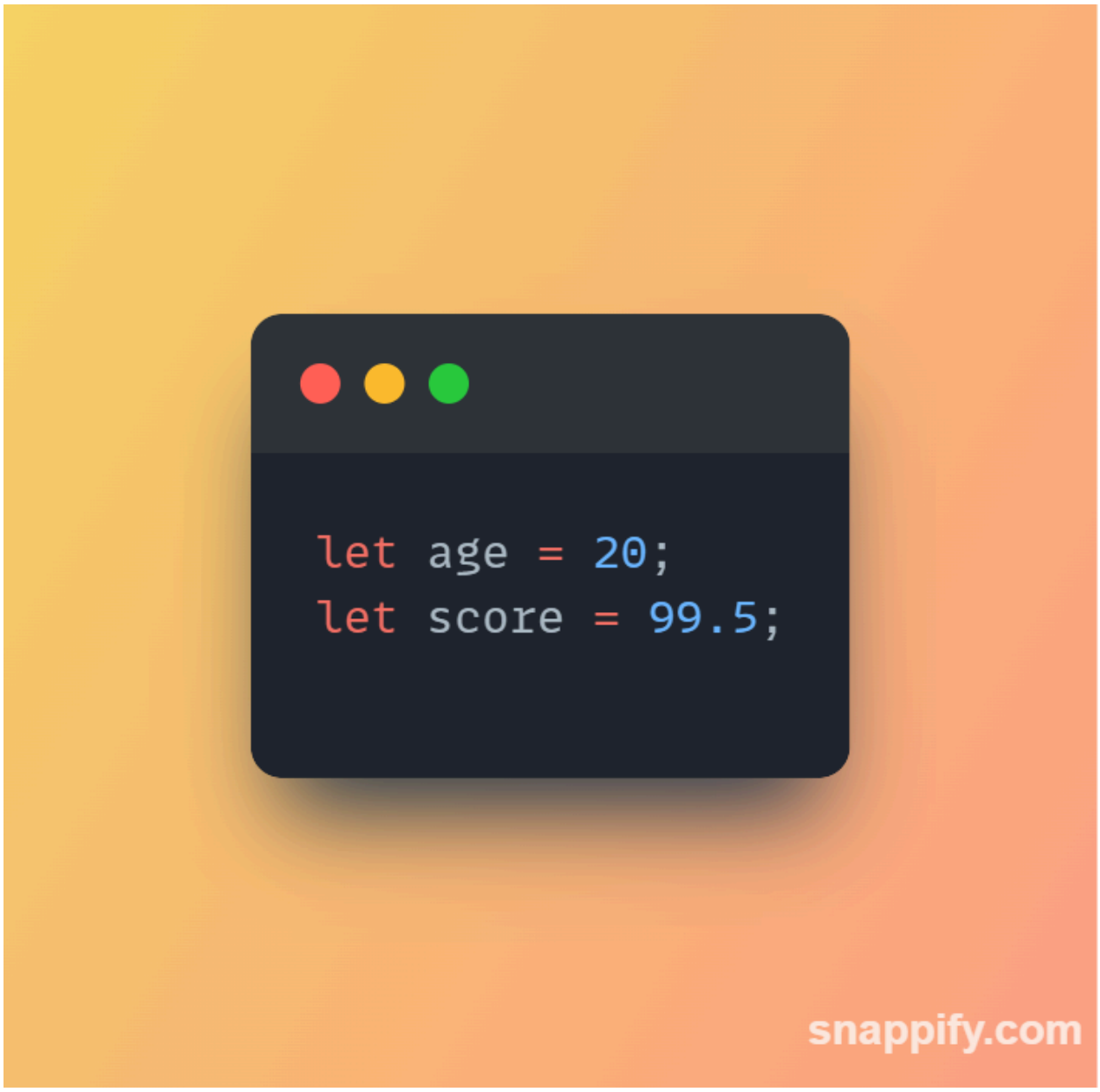
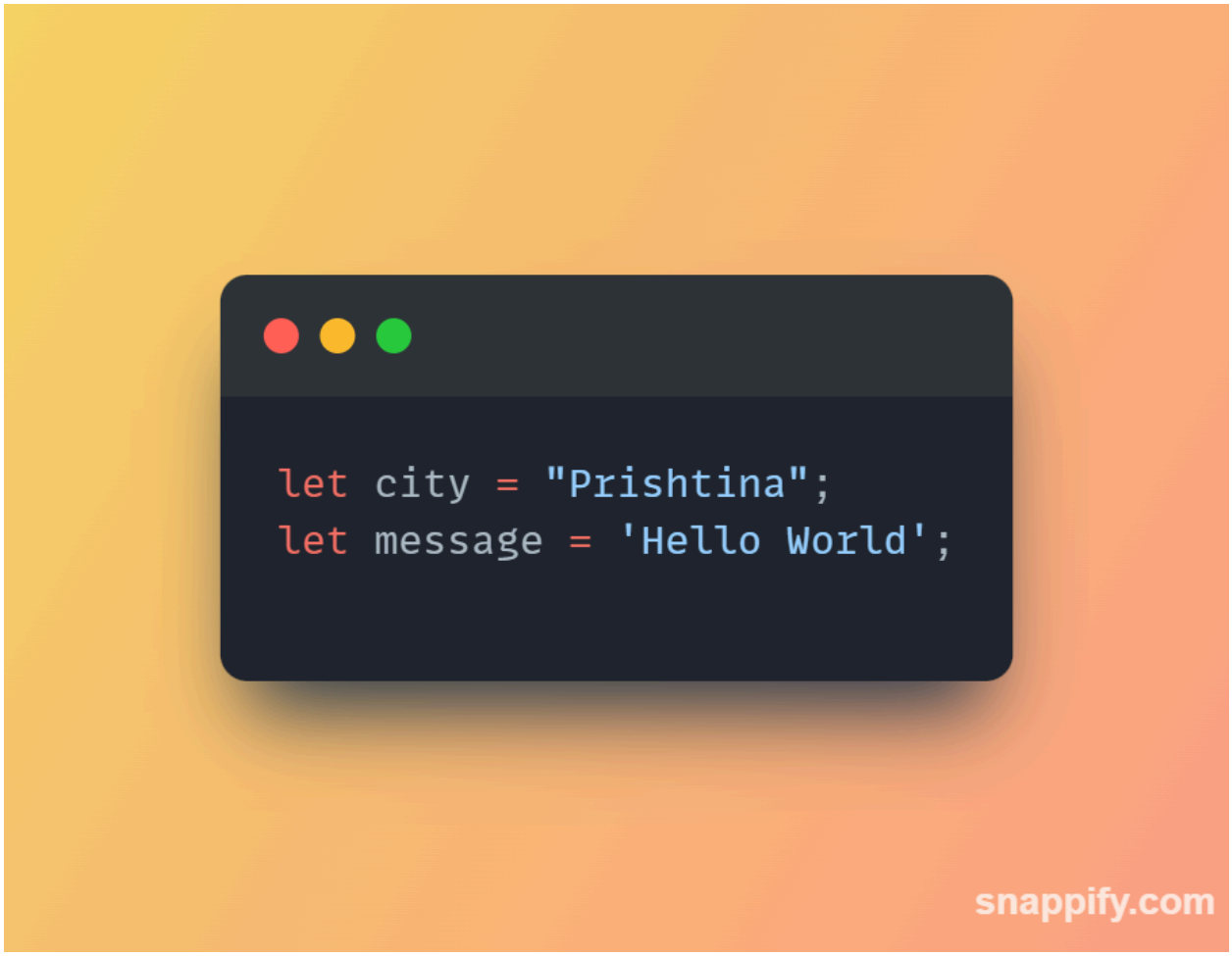
Data Types

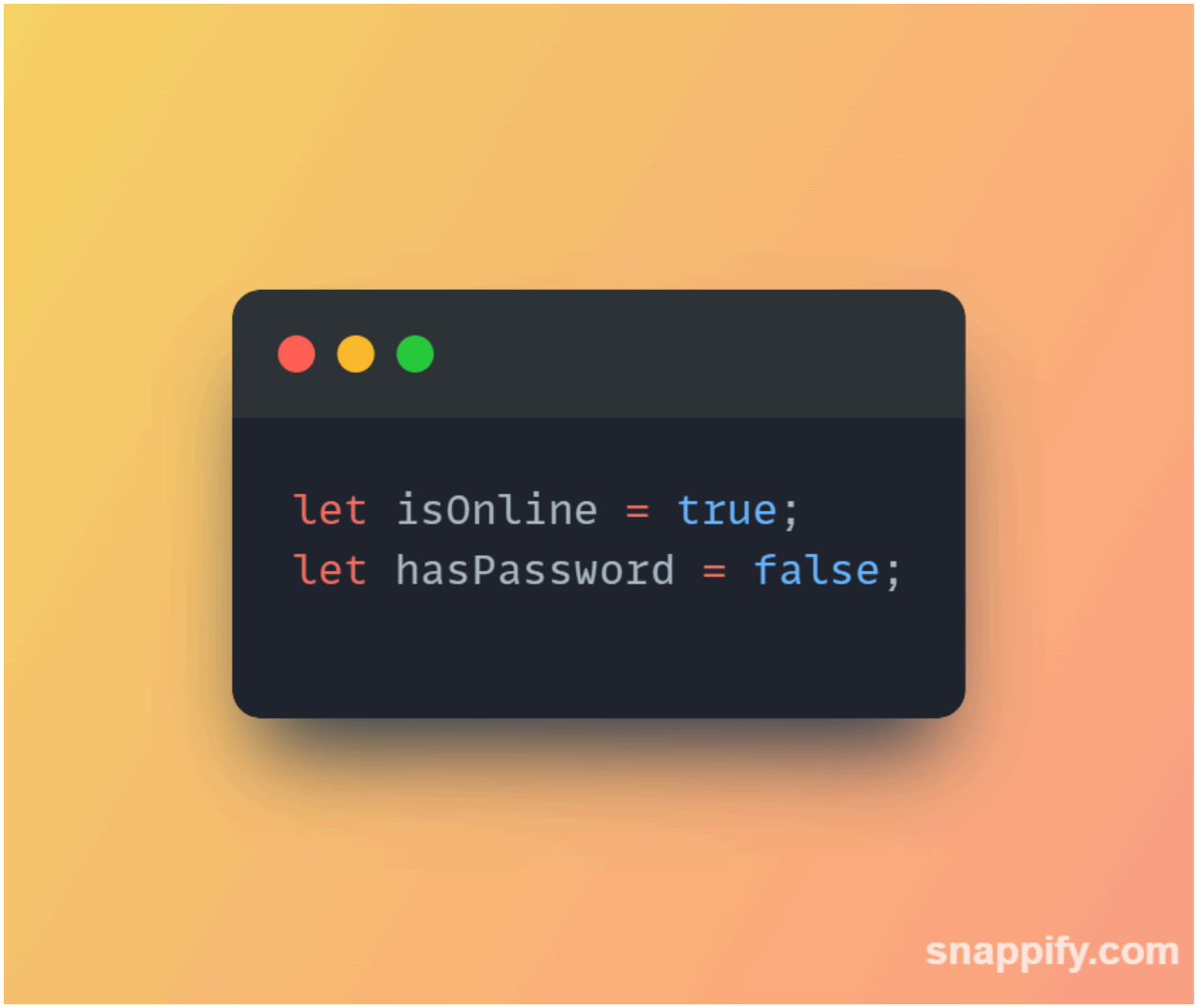
1. **Numbers** – used for mathematical values



2. **Strings** – text inside quotes (" " or ' ')



3. **Booleans** – true or false values

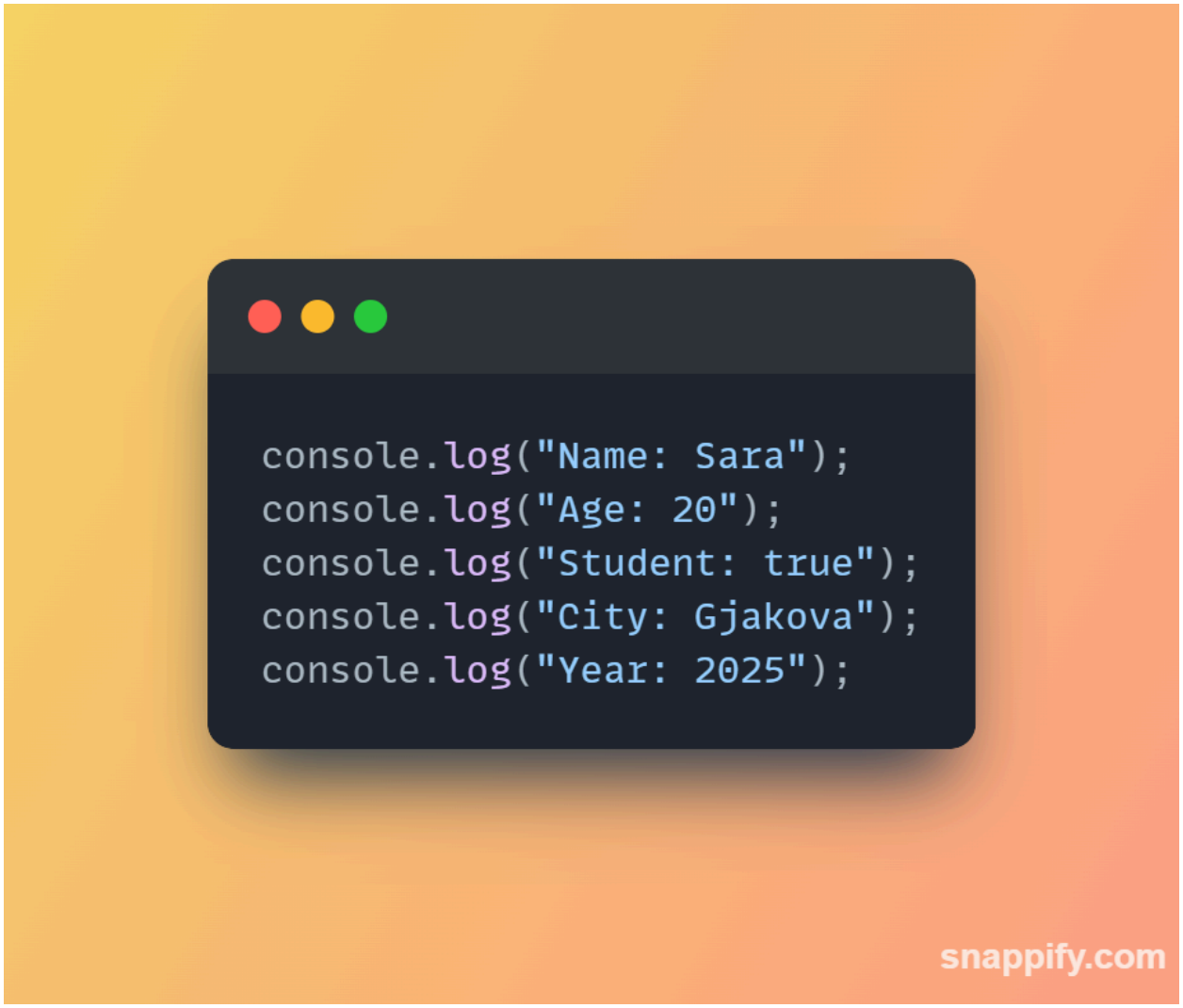


🧩 Classroom Task

Create variables using `let` and `const` to represent the following:

- Your name
- Your age
- Whether you are a student
- Your city
- The current year (as a constant)

Print all values using `console.log()`


console.log("Name: Sara");
console.log("Age: 20");
console.log("Student: true");
console.log("City: Gjakova");
console.log("Year: 2025");
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📋 Exam Task

Q: Write a small script using JavaScript that stores the following:

1. A constant named `PI` with value `3.14`
2. A variable `radius` with value `5`
3. A variable `area` that calculates the area of a circle using the formula: `area = PI * radius * radius`
4. Print the result using `console.log`

   Expected result -> **Area of the circle is: 78.5**