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var, let, and const in JavaScript: Full Breakdown

1 Declaration

- var 🗹 Allows declaration.
- let Allows declaration.
- const Allows declaration.

```
var a;
let b;
const c = 5; // const must be initialized during declaration
```

| Note:

- const **MUST** be initialized at the time of declaration.
- var and let can be declared without assigning a value.

2 Initialization (Assigning value for the first time)

- var 🗹 Can be initialized during or after declaration.
- let 🗹 Can be initialized during or after declaration.
- const Must be initialized immediately during declaration.

```
var a;
a = 10;
let b;
b = 20;
const c = 30; // Must initialize here
```

3 Assignment (Changing the value)

- var 🗹 Reassignment allowed.
- let 🗹 Reassignment allowed.
- const X Reassignment NOT allowed.

```
var a = 5;
a = 15; // ☑ allowed
let b = 10;
```

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```
b = 20; // \square allowed
const c = 25;
c = 35; // X TypeError: Assignment to constant variable
```

4 Redeclaration (Declaring the same variable again in the same scope)

- var 🗸 Redeclaration allowed.
- let X Redeclaration NOT allowed.
- const X Redeclaration NOT allowed.

```
var a = 10;
var a = 20; // \checkmark allowed
let b = 15;
let b = 25; // ★ SyntaxError: Identifier 'b' has already been declared
const c = 30;
const c = 40; // ➤ SyntaxError: Identifier 'c' has already been declared
```

Quick Summary Table

Feature	var	let	const
Declaration	✓ Allowed	✓ Allowed	✓ Allowed
Initialization	Optional	Optional	Mandatory
Reassignment	✓ Allowed	✓ Allowed	X Not allowed
Redeclaration	✓ Allowed	X Not allowed	X Not allowed

Best Practices

- Always use const by default unless you know you'll need to reassign.
- Avoid var it can cause unexpected issues because of **function scope** and **hoisting** behavior.
- Declare variables at the top of their scope to minimize the Temporal Dead Zone with let and const.