JAVASCRIPT BASICS

1. Variables

* **Variables** are containers that hold data values. They are used to store, manipulate, and display information within a program.
* In short, a variable is like a memory unit that we can access by typing the name of the variable.
* Each variable has a unique **name**and a **value**that can be of different types.
* Variables are containers that store information for later use.
* We can assign a value to a variable with the assignment operator =.
* cannot declare a const-variable without assigning a value to it directly.
* It is considered good practice to use const for variables whose value will never change.
* Numbers:
  + JavaScript has a number type that can represent both integers and floating-point numbers.
* String:
  + A **char** is a single character (For example: 1, 6, %, b, p, ., T, etc.)
  + The **string** type is a special type that consists of multiple **char**s.
  + To initialize a string value in a variable, enclose it within single or double quotation marks:
* Boolean:
* A **bool** (Boolean) type has only 2 possible values: true or false.