

# JavaScript Essentials

## *Variables*



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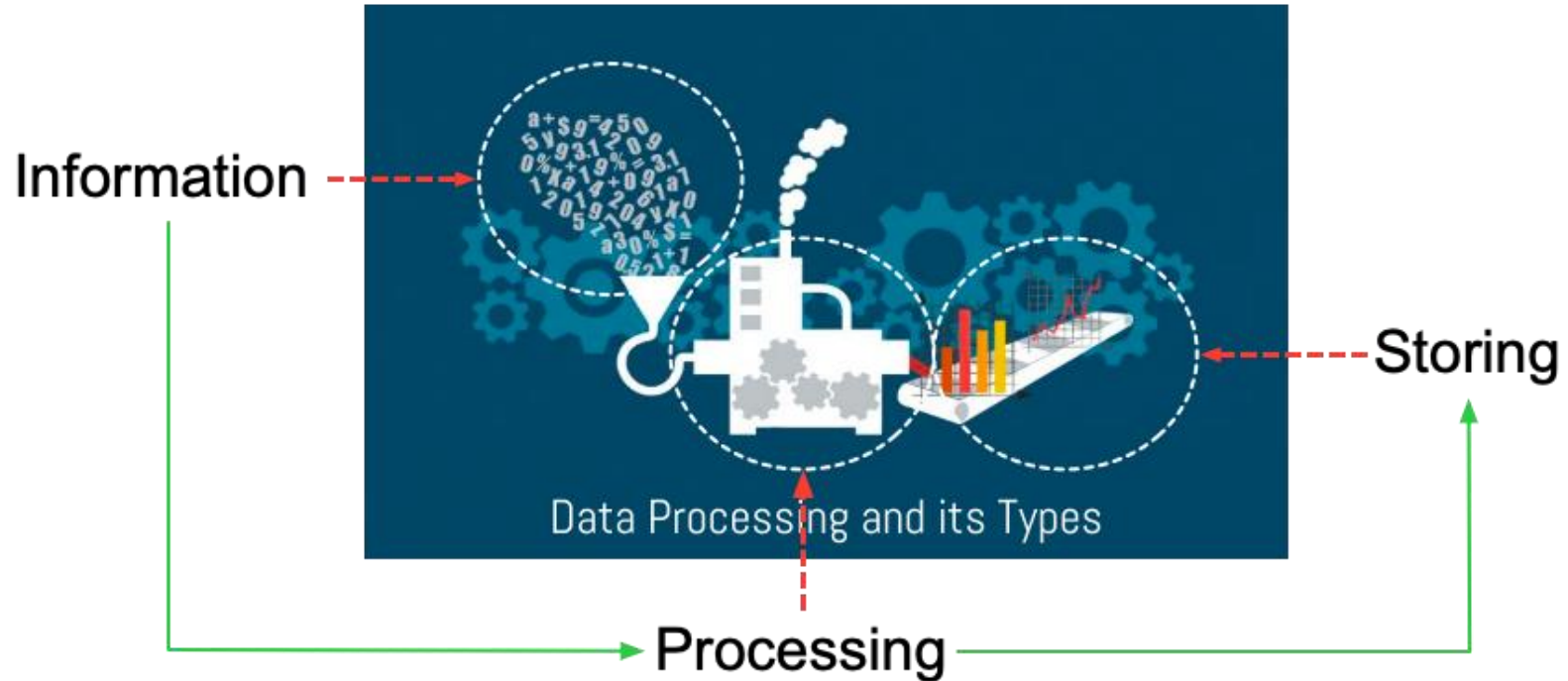
# Lesson Objectives

- Understand what is a variable ?
- Able to declare variable to solve common problem
- Understand 6 value types of data in JavaScript
- Understand dynamic typing in JavaScript

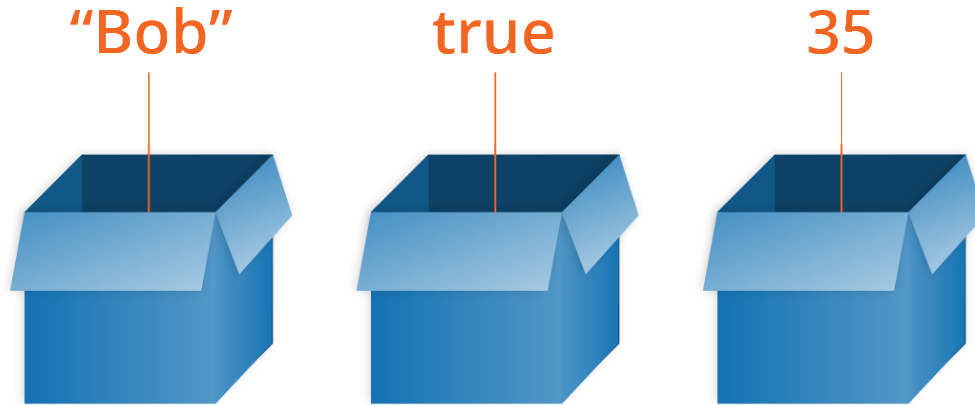
## Section 1

# Overview

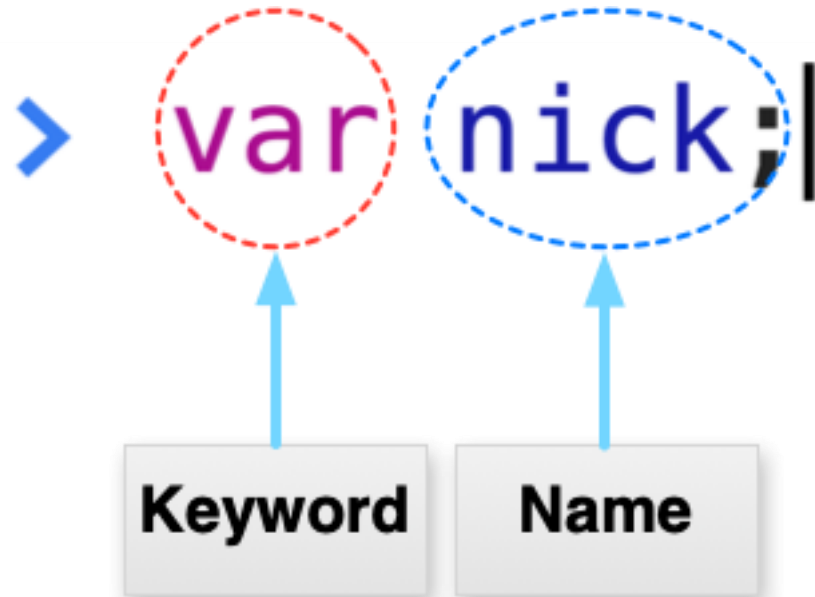
Programming is all about manipulating data



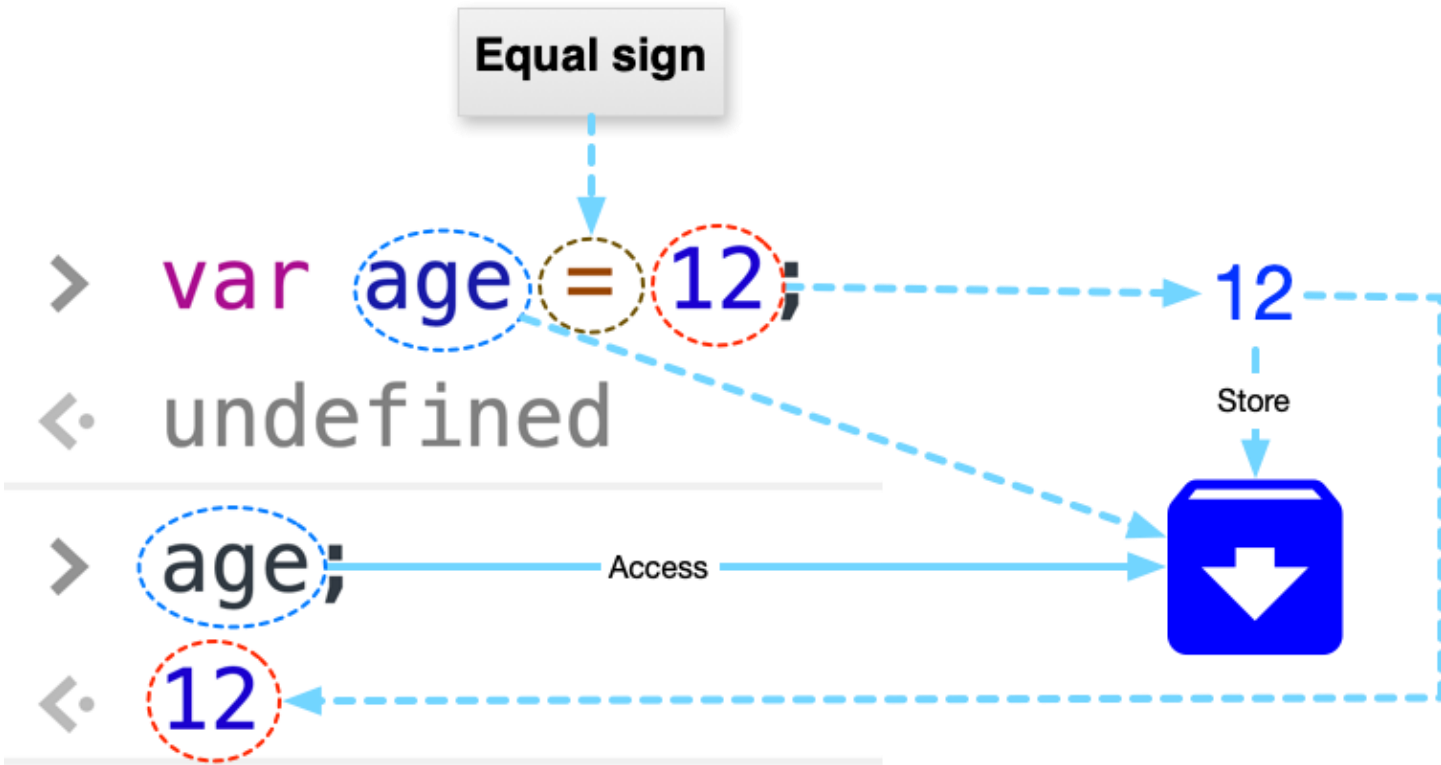
- JavaScript lets you give names to values using *variables*
- You can think of a variable as a box that you can fit one thing in
- If you put something else in it, the first thing goes away.



# Overview – Declare a variable

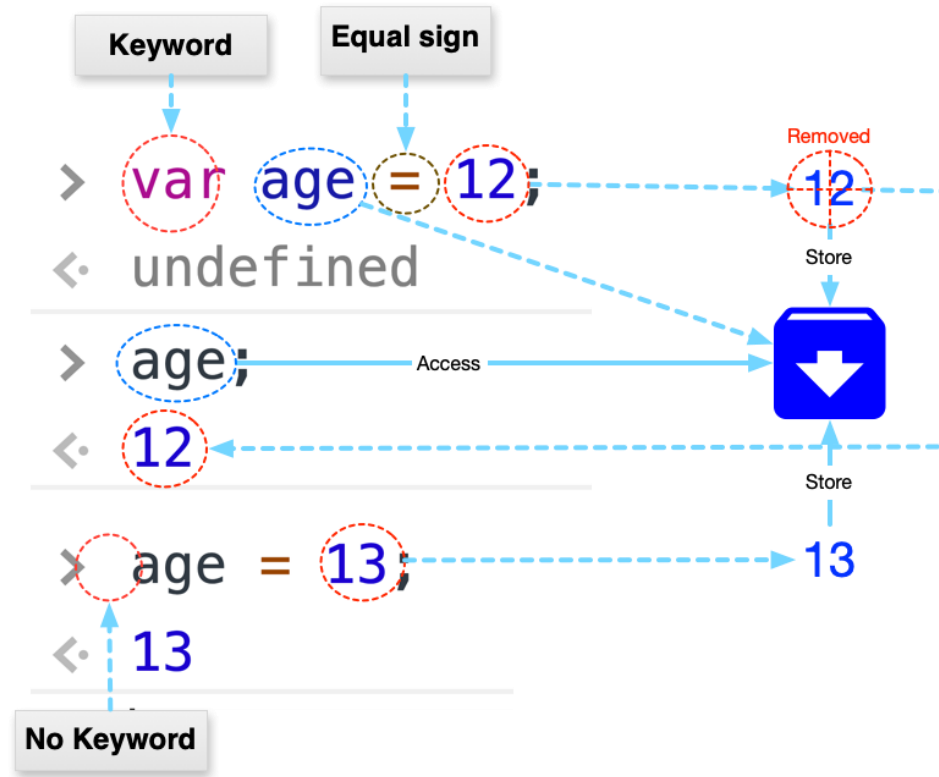


# Overview – Initialize a variable





# Overview – Update a variable



# Overview – Naming Variables

## Warning

Be careful with your variable names, because it's easy to misspell them

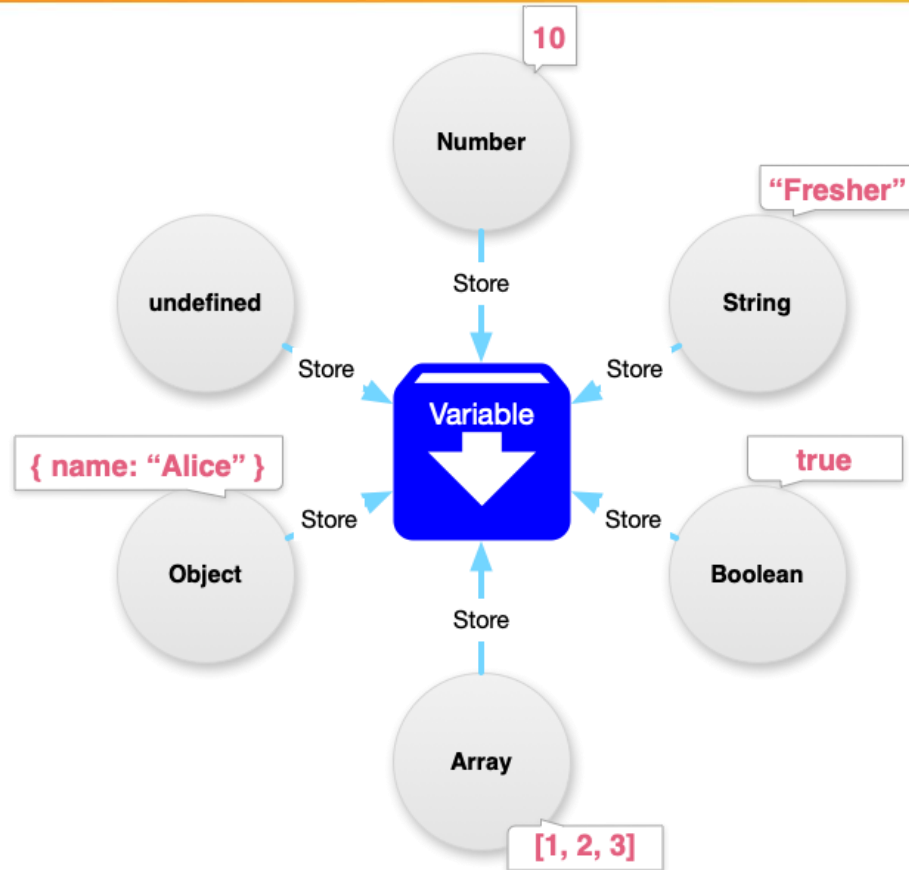
fresher ≠ Fresher



Follow camelCase when naming variables

## Demo: Create new variable using Math

# Overview – Data types



- JavaScript is a "dynamically typed language"
- You don't need to specify what data type a variable will contain (numbers, strings, arrays, etc)
- Use **typeof** operator to get the data type of variable contain
- Be careful when working with dynamic typing language

- Programming is all about manipulating of data
- We manipulate data with *variable*
- *Variable* is a container for data
- By combining multiple operators on variable, we can create more complex value
- In JavaScript, you must take care of variable data types else your program will not behave like you expected

# Thank you

Q&A

