* The **console** is a tool that developers use to record the output of their JavaScript programs. The **console.log()**command is used to print, or log, text to the console. **console.log("Hello!");**
* Data type ***Null*** — Can only be null. It represents the absence of value.
* add .property to an instance of an object to return the value of that property e.g. **console.log(“Hello”.length);** //5. You can also add .method() to an instance to return values on the object. methods can be built in or custom made. e.g. **console.log(“Hey”.startsWith());** //H
* Libraries contain methods that you can call without creating an instance e.g. **console.log(Math.random()\*50);** //returns random number 0-50
* **const**, short for constant, is a JavaScript *keyword* that creates a new variable with a value that cannot change.
* You can create and reassign variables that you create with the **let** keyword.
* ***Undefined*** data type is assigned to variables that are not yet assigned a value.
* String interpolation in ES6 version of javascript: **let myPet = 'armadillo' console.log(`I own a pet ${myPet}.`)** this uses backticks instead of quotes and plus symbol