



Chapter 2: Variables & Datatypes

Q. What are **variables**? What is the difference between **var**, **let**, and **const** ?

Q. What are data types in JS?

Q. What is the difference between **primitive** and **non-primitive** data types?

Q. What is the difference between **null** and **undefined** in JS?

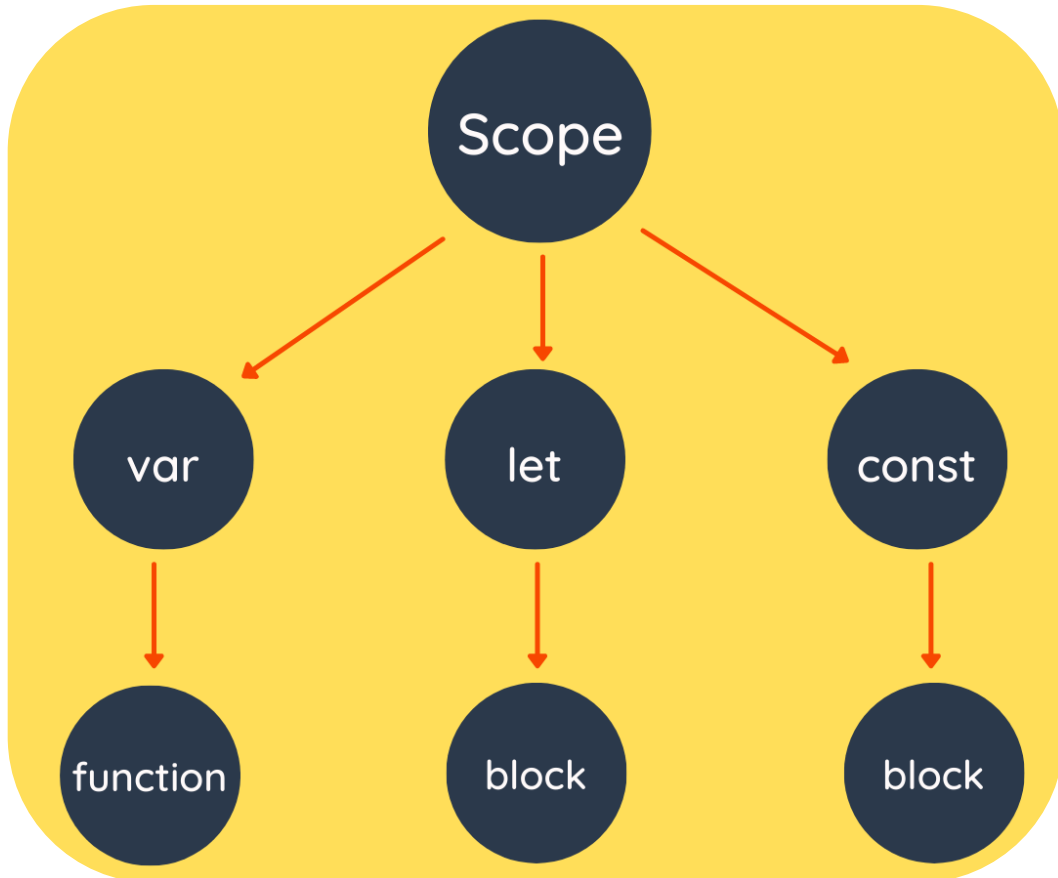
Q. What is the **use** of type of operator?

Q. What is type **coercion** in JS?

Q. What are **variables**? What is the difference between **var**, **let**, and **const**? **V. IMP.**

❖ Variables are used to **store** data.

```
var count = 10;
```



Q. What are **variables**? What is the difference between **var**, **let**, and **const**? **V. IMP.**

- ❖ **var** creates a **function-scoped** variable.

```
//using var
function example() {

  if (true) {

    var count = 10;
    console.log(count);
    //output: 10
  }

  console.log(count);
  //Output: 10
}
```

- ❖ **let** creates a **block-scoped** variable

```
//using let
function example() {

  if (true) {

    let count = 10;
    console.log(count);
    //Output: 10
  }

  console.log(count);
  //Output: Uncaught
  //Reference Error:
  //count is not defined
}
```

- ❖ **const** can be assigned only once, and its value **cannot be changed** afterwards.

```
// Using constant
const z = 10;
z = 20;

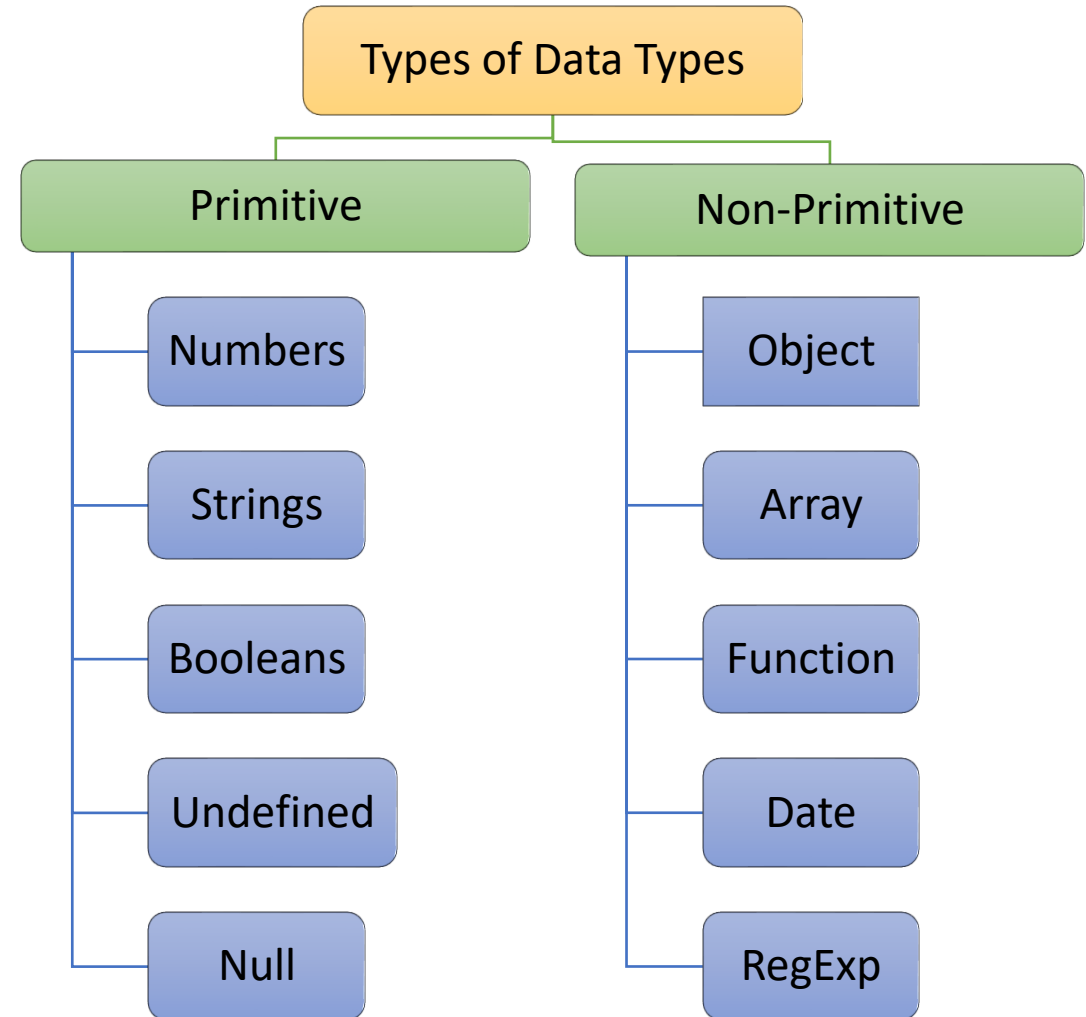
// This will result
//in an error
console.log(z);
```

Q. What are **data types** in JS?

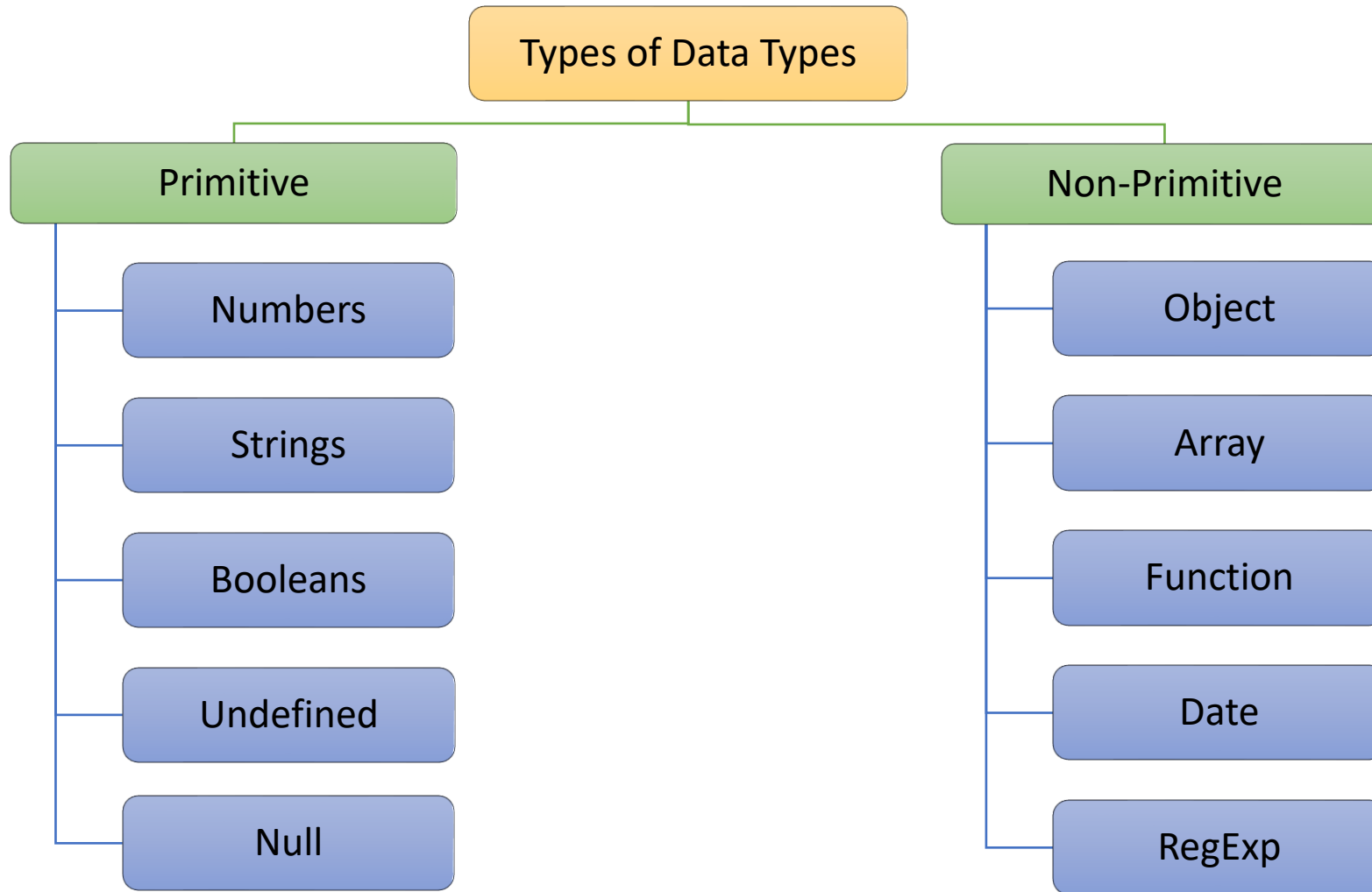
❖ A data type determines the **type of variable**.

```
//Number  
let age = 25;
```

```
//String  
let message = 'Hello!';  
  
//Boolean  
let isTrue = true;  
  
//Undefined  
let x;  
console.log(x);  
// Output: undefined  
  
//Null  
let y = null;  
console.log(y);  
// Output: null
```



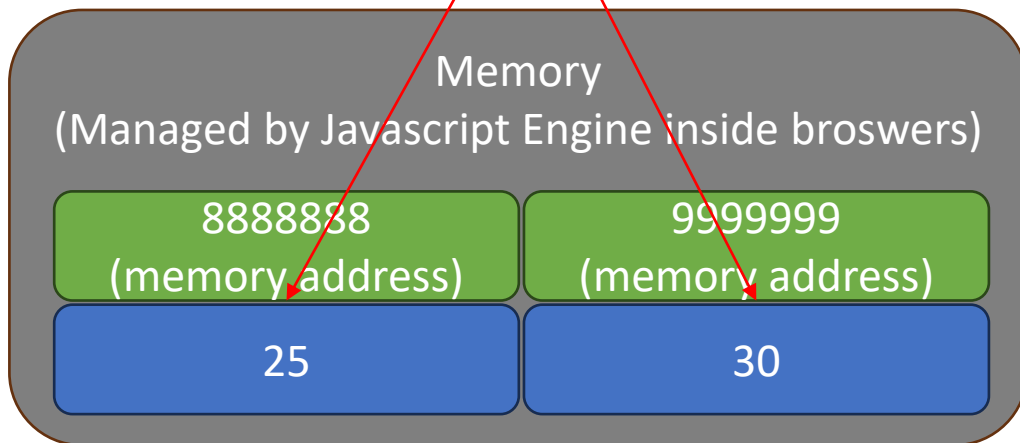
Q. What is the difference between **primitive** and **non-primitive** data types? **V. IMP.**



Q. What is the difference between **primitive** and **non-primitive** data types? **V. IMP.**

- ❖ Primitive data types can hold only **single** value.
- ❖ Primitive data types are **immutable**, meaning their values, once assigned, cannot be changed.

```
//Number  
let age = 25;  
age = 30;
```



- ❖ Non primitive data types can hold **multiple** value.
- ❖ They are mutable and their values can be changed.

```
//Non primitive data types  
  
//Array  
let oddNumbers = [1, 3, 5]  
  
//Object  
let person = {  
  name: "John",  
  age: 30,  
  grades: ["A", "B", "C"],  
  greet: function() {  
    console.log(this.name);  
  }  
};
```

Q. What is the difference between **primitive** and **non-primitive** data types? **V. IMP.**

Primitive Data Types	Non-primitive Data Types
1. Number, string, Boolean, undefined, null are primitive data types.	Object, array, function, date, RegExp are non-primitive data types.
2. Primitive data types can hold only single value.	Non-primitive data types can hold multiple values and methods.
3. Primitive data types are immutable and their values cannot be changed.	Non-primitive data types are mutable and their values can be changed.
4. Primitive data types are simple data types.	Non-primitive data types are complex data types.

Q. What is the difference between **null** and **undefined** in JS?

```
let value1 = 0;  
let value2 = '';
```



- ❖ (A stand on the wall with also a paper holder)
Means there is a **valid variable** with also a value of **data type number**.

```
let value3 = null;
```



- ❖ (There is just a stand on the wall)
Means there is a **valid variable** with a value of **no data type**.

```
let value4;
```



- ❖ (There is nothing on the wall)
Means variable is **incomplete variable** and not assigned anything.

Q. What is the difference between **null** and **undefined** in JS?

```
let undefinedVariable; //no value assigned
console.log(undefinedVariable);
// Output: undefined
```

- ❖ **undefined**: When a variable is declared but has **not been assigned a value**, it is automatically initialized with undefined.
- ❖ Undefined can be used when you don't have the value right now, but you will get it after some logic or operation.

```
let nullVariable = null; //null assigned
console.log(nullVariable);
// Output: null
```

- ❖ **null**: null variables are intentionally assigned the **null value**.
- ❖ Null can be used, when you are sure you do not have any value for the particular variable.

Q. What is the use of **typeof** operator?

- ❖ typeof operator is used to determine the **type** of each variable.
- ❖ Real application use -> typeof operator can be used to **validate the data** received from external sources(api).

```
let num = 42;  
let str = "Hello, world!";  
let bool = true;  
let obj = { key: "value" };  
let arr = [1, 2, 3];  
let func = function() {};
```

```
//using typeof  
console.log(typeof num); // Output: "number"  
console.log(typeof str); // Output: "string"  
console.log(typeof bool); // Output: "boolean"  
console.log(typeof obj); // Output: "object"  
console.log(typeof arr); // Output: "object"  
console.log(typeof func); // Output: "function"  
console.log(typeof undefinedVariable);  
// Output: "undefined"
```

Q. What is **type coercion** in JS?

- ❖ Type coercion is the automatic conversion of values from one data type to another during certain operations or comparisons.
- ❖ Uses of type coercion:
 1. Type coercion can be used during **String and Number concatenation**.
 2. Type coercion can be used while using **Comparison operators**.

```
let string = "42";  
let number = 42;  
let boolean = true;  
let nullValue = null;
```

```
//Type coercion - automatic conversion  
console.log(string + number); // Output: "4242"  
  
console.log(number + boolean); // Output: 43  
  
console.log(number == string); // Output: true  
console.log(boolean == 1); // Output: true  
console.log(boolean + nullValue); // Output: 1
```