JavaScript Lecture 2 Notes

JavaScript Data Types

JavaScript has several data types that fall into two main categories: primitive types and Non-primitive datatype/object types.

1. Primitive Data Types:

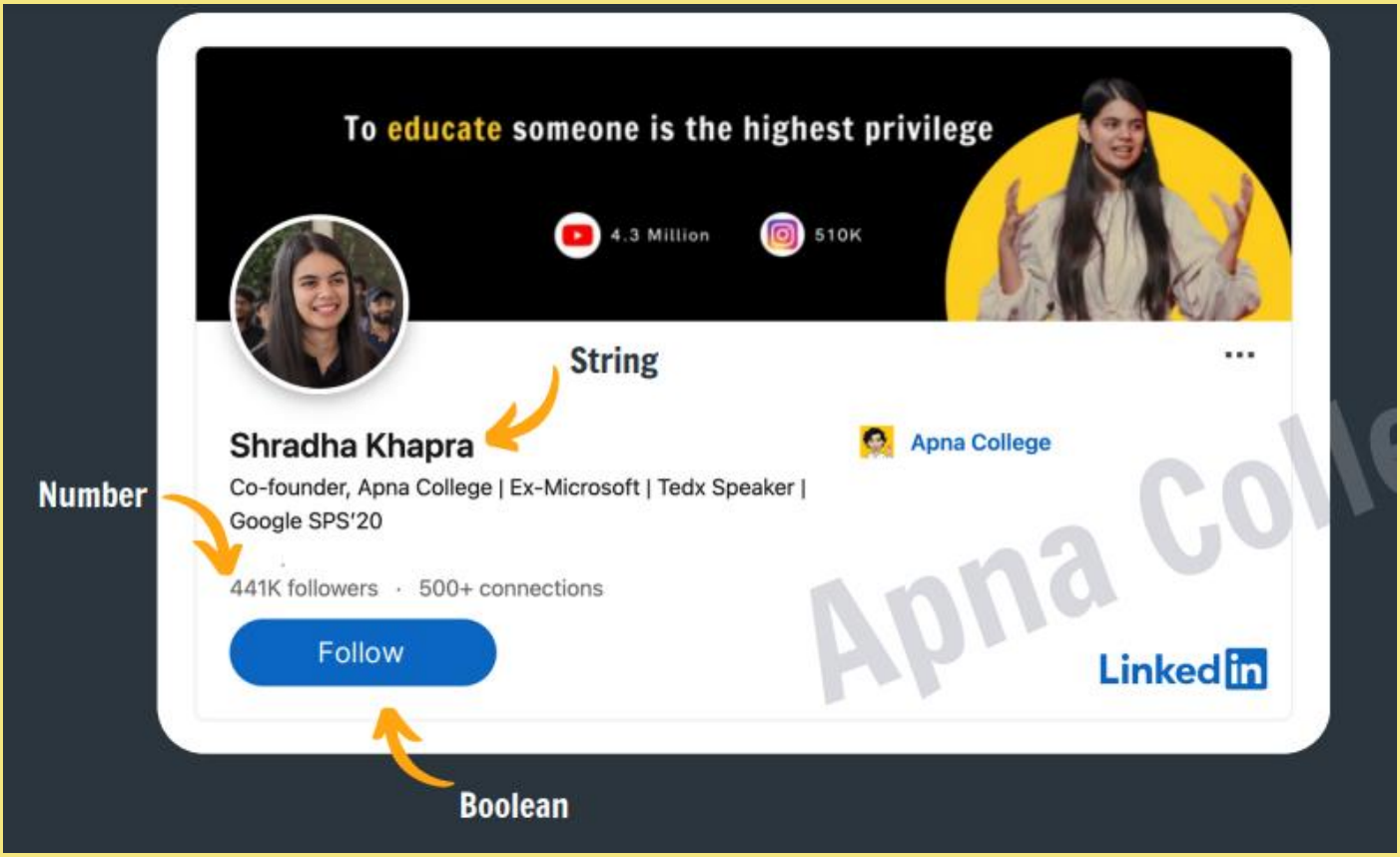
These are the basic types that represent a single value.

- **Number**: Used for any kind of number, including integers and decimals.
  - Example: `let age = 25;`
- **String**: Represents text, enclosed in single, double, or backticks.
  - Example: `let name = "John";`
- **Boolean**: Represents a logical value, either true or false.
  - Example: `let isActive = true;`
- **Undefined**: A variable that has been declared but not assigned a value.
  - Example: `let result;` // result is undefined
- **Null**: Represents an intentional absence of any object value.
  - Example: `let user = null;`
- **Symbol**: A unique identifier, primarily used for object properties.
  - Example: `let id = Symbol("id");`
- **BigInt**: Used for very large integers beyond the Number type's limits.
  - Example: `let bigNumber = 12345678901234567890n;`

2. Object Types/Non-primitive Data Types:

These are more complex data structures, capable of storing collections of values.

- **Object**: A collection of key-value pairs. Objects can represent real-world entities.
  - Example: `let user = { name: "Alice", age: 30 };`
- **Array**: A special kind of object used to store ordered lists of values.
  - Example: `let numbers = [1, 2, 3, 4];`
- **Function**: A reusable block of code that can be executed when called.
  - Example: `function greet() { console.log("Hello");}`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