

# Day 5

## Variables

```
let variable1 = 3 ;  
console.log(variable1);  
// outputs the value of the variable
```

### rules for variable

1. no keywords
2. no special characters except \_ and \$
3. cant start with numbers

semi colon (;) means it is the end of the instruction

```
let variable1 = 3 ;  
variable1 = 5; // this updates the value inside the variable1  
variable1 = variable1 +1  
console.log(variable1);  
// outputs the value of the variable
```

### Rules for re assigning value to the variable

1. don't use the "let " keyword
2. we can update the variable as many times as we want

#notes

When we want to insert a variable to the string , then we use the template i.e ( ``` ) instead of the single quotes . and then use the `${}` code

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### Naming convention :

1. camel casing
  1. cartQuantity
2. Pascal casing
  1. CartQuantity
3. kebab case ( doesnt work in js , but in html and css)

1. cart-quantity
  4. snake case
    1. cart\_quantity
- 

## Creating a variable :

1. using the keyword "let"
2. using the keyword "const"
  1. this value remains constant , we cant change it
  2. makes code safe ,
  3. we can always know what value is stored in this variable
3. using the keyword " var"

**#notes** we use const by default and use var only when we need to change the variable

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## Booleans and if statements

if u surround True or false with quotes , it will become a string

```
console.log( 3 > 5- 5)// returns true because the mathematical operation , i.e the '5-5' portion is calculated at first and then the comparision boolean is executed
```

```
if(condition){
    code
} else if (condition){
    code
}

else {
    code
}
```