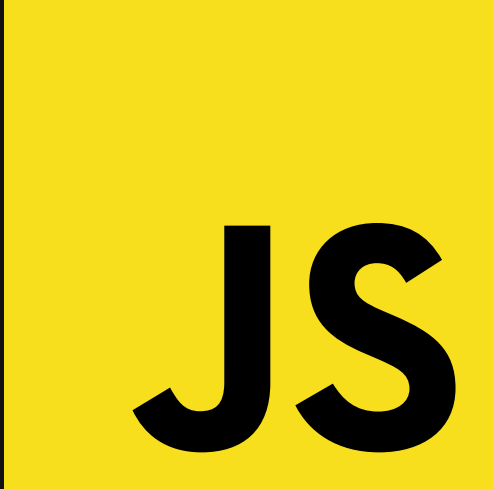


# JAVASCRIPT

# Variables

A yellow square containing the letters 'JS' in a bold, black, sans-serif font.

JS



# Variables in JS

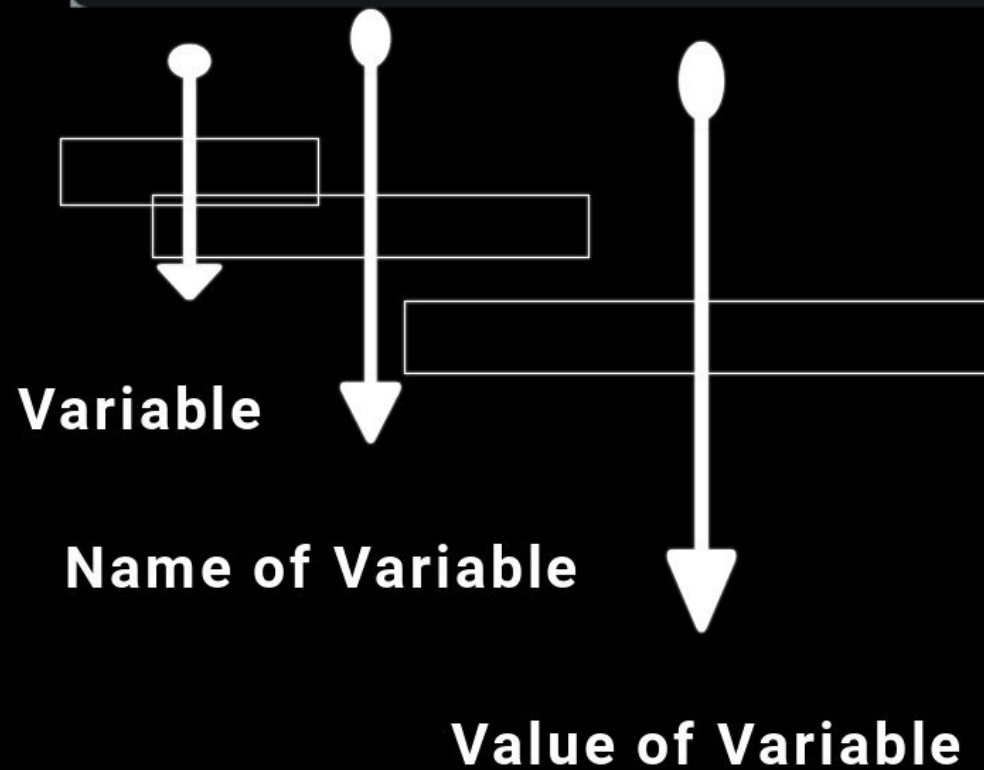
**Variables** are containers for **storing data** so we can use it later.

There are 3 types of variables, and they are:

1. **Let**
2. **Const**
3. **Var**



```
let subject = "Programming"
```





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# Variables in JS

1. can contain digits, letters, underscore and \$ sign.
2. Must start with letter, \$ or \_(underscore).



# Variables in JS

5. Case sensitive (fullname is not as fullName).

6.camelCase (the first letter of new word is capitalized), snake\_case (two words are separated by \_).



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# Variables in JS

3. JavaScript KEYWORDS (reserved words in Js) should not be used.

4. Can not start with number.



# Re Assigning Variables



```
let myName = 'IJNO';  
myName = 'IJNO.XYZ';  
  
console.log(myName);
```

Variables declared with **let/var** can be re-assigned.



# Re Assigning Variables

```
const myName = 'hanzala';  
myName = 'ragnar';  
  
console.log(myName);
```

**Variables declared with `const` cannot be re-assigned.**