# **JavaScript**

## **Variables**: who store data temporarily in a computer’s memory. So, we store our data somewhere and give that memory location and name and with the name we can read it.

As we have been using **Var** keywords before Es6 to store variables.

But now **let** keyword is best way to declare a variable.

Rules to create variables:

* Cannot be a reserved keyword
* Should be meaningful
* Cannot start with a number
* Cannot contain a space or hyphen
* Together use camel notation (firstName) or pascal law (FirstName)
* Are case-sensitive(so the above firstName and FirstName are different)
* Multiple variables define
  + let firstName, lastName;
  + Best practice
    - let firstName
    - let lastName
* Assigning variables with const and changing later will make TypeError;
  + const stats = 4;
  + stats = 9
  + consol.log(stats);

## **Primitive / Value Types:** What kinds of values you can assign to variables

Strings: let name = ‘Body’; //string literal

Numbers: let age = 23; //number literal

Booleans: let isOpen = false; //Boolean literal

Undefined: let firstName = undefined; //not defined

Null: let lastName = null; //used to reassigned in Future : explicitly clear