

- \* `7` // Number Values  
`2.5`
- \* `"Mohit"`  
`'Mohit'` // String Values
- \* `null`  
`undefined` // Empty Values
- \* `true`  
`false` // Boolean Values

Primitive Values  
Primitive Data-Type  
single Value

- \* Array  
[1, 2, 3, 4, 5, 6, 7] Any type of Datatype in Array  
Index: 0 1 2 3 4 5 6

- \* Object  
{  
  key : value  
}  
  will be converted to string automatically

non Primitive  
Data Type  
more than 1 Value

- \* Variables: Place holder for Values  
  ↓     ↓     ↓  
  var   let   const  
  (X)

- \* `Ctrl + `` (Open Terminal)

- \* `node` (name of file)

```
console.log (name of variable);
```

```
+ let name = Mohit;  
  console.log ("My first name is " + name);
```

```
+ console.log ('My first name is ${name}');
```

Template Literal

## # Operator

1) assignment Operator "="

2) Arithmetic Operator "+, -, \*, /, %"

3) Comparison Operator

```
+ let abc = 10;  
  let xyz = '10';
```

```
console.log (abc == xyz);
```

Output: true

Data type also checked

```
console.log (abc === xyz);
```

Output: False

```
* const a; X  
  a = 1000;
```

```
const a = 1000; X  
  a = 2000;
```

```
const a = 1000; ✓
```

# Decisions / Conditions

```
if ( ) {
```

```
    }
```

```
else if ( ) {
```

```
    }
```

```
else {
```

```
    }
```