30 Days of Javascript challenge

Day 1: Variables and Data Types

Tasks/Activities:

Activity 1: Variable Declaration

- **Task 1:** Declare a variable using <mark>var</mark> , assign it a number, and log the value to the console.
- **Task 2:** Declare a variable using <mark>let,</mark> assign it a string, and log the value to the console.

Activity 2: Constant Declaration

- **Task 3:** Declare a variable using <mark>const</mark> , assign it a boolean value, and log the value to the console.

Activity 3: Data Types

- **Task 4:** Create variables of different data types (number, string, boolean, object, array) and log each variable's type using the typeof operator.

Activity 4 : Reassigning Variables

- **Task 5:** Declare a variable using <mark>let</mark> , assign it an initial value, reassign a new value, and log both values to the console.

Activity 5: Understanding <mark>const</mark>

- **Task 6:** Try reassigning a variable declared with <mark>const</mark> and observe the error.

Feature Request:

1. **Variable Types Console Log :** Write a script that declares variables of different data types and logs both the value and type of each variable to the console.
2. **Reassignment Demo :** Create a script that demonstrates the difference in behavior between let and const when it comes to reassignment.

Achievement:

By the end of these activities, you will:

- Know how to declare variables using <mark>var</mark> , <mark>let</mark> , and <mark>const</mark> .
- Understand the different data types in JavaScript.
- Be able to use the typeof operator to identify the data type of a variable.
- Understand the concept of variable reassignment and the immutability of <mark>const</mark> variables.