

JavaScript Data Types – Detailed Notes

JavaScript has two major categories of data types:

1. **Primitive Data Types**
 2. **Non-Primitive Data Types**
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1. Primitive Data Types

Primitive data types are **basic, fundamental values** that are **not objects**. They are **immutable** (cannot be changed once created) and **stored directly in memory**.

✓ List of Primitive Data Types:

1. **Number**
 2. **String**
 3. **Boolean**
 4. **Undefined**
 5. **Null**
 6. **BigInt**
 7. **Symbol**
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◆ 1. Number

Represents numeric values — both integers and decimals.

```
let age = 20;
```

```
let price = 99.99;
```

◆ 2. String

Text data enclosed in quotes.

```
let name = "Ali";  
let message = 'Hello World!';
```

◆ 3. Boolean

Returns `true` or `false`.

```
let isLoggedIn = true;
```

◆ 4. Undefined

A variable declared but not assigned any value.

```
let x;  
console.log(x); // undefined
```

◆ 5. Null

Represents empty or non-existent value (manually assigned).

```
let data = null;
```

◆ 6. BigInt

Helps store numbers larger than JavaScript's safe integer limit.

```
let bigNumber = 12345678901234567890n;
```

◆ 7. Symbol

Unique values often used as object keys.

```
let id = Symbol("id");
```

Characteristics of Primitive Types

- Immutable
 - Stored by **value**
 - Fast and simple
 - Cannot contain methods or properties (except via wrapper objects internally)
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2. Non-Primitive Data Types

Non-Primitive data types are **objects**.

They are **mutable** (can be changed).

Stored by **reference**, not value.

Includes:

- **Arrays**
- **Objects**
- **Functions**

(We will focus on Arrays & Objects as requested.)

2.1 Arrays

An array is a **collection of values** stored at **indexed positions** (0, 1, 2, ...).

```
let fruits = ["apple", "banana", "mango"];
```

◆ Array Characteristics

- Ordered collection
 - Index starts from 0
 - Can store mixed data types
 - Mutable (can be changed)
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Array Methods

1. push()

Adds element **at the end**.

```
fruits.push("orange");
```

2. pop()

Removes **last element**.

```
fruits.pop();
```

3. unshift()

Adds element **at the beginning**.

```
fruits.unshift("kiwi");
```

4. shift()

Removes the **first element**.

```
fruits.shift();
```

Loops with Arrays

✓ 1. for loop

Used when you need the **index**.

```
for (let i = 0; i < fruits.length; i++) {  
  console.log(fruits[i]);  
}
```

✓ 2. for...in loop

Used to loop **over indices** of an array.
(Not recommended for arrays but good for practice.)

```
for (let index in fruits) {  
  console.log(index, fruits[index]);  
}
```

✓ 3. for...of loop

Used to loop **over values** of an array.

```
for (let item of fruits) {  
  console.log(item);  
}
```

2.2 Objects

Objects store data in **key–value pairs**.

```
let student = {  
  name: "Ali",  
  age: 18,  
  grade: "A"  
};
```

Object Features

- Keys are always **strings** (or symbols).
 - Values can be anything: strings, numbers, arrays, functions, even other objects.
 - Accessed using **dot notation** or **bracket notation**.
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◆ Dot Notation

Used for simple and valid key names.

```
console.log(student.name);
```

```
student.age = 19;
```

◆ Bracket Notation

Used when:

- Key contains **spaces**
- Key starts with a **number**
- Key includes **special characters**
- Accessing key using a **variable**

```
console.log(student["grade"]);
```

```
let key = "name";  
console.log(student[key]); // dynamic access
```

Examples of When to Use Bracket Notation

Key has spaces:

```
let person = {  
  "first name": "Sara"  
};
```

```
console.log(person["first name"]);
```

Key stored in variable:

```
let k = "age";  
console.log(student[k]);
```

Summary Table: Dot vs Bracket

Feature	Dot Notation	Bracket Notation
Easy to write	✓ Yes	—
Works with spaces	✗ No	✓ Yes
Works with variables	✗ No	✓ Yes
Works with special characters	✗ No	✓ Yes

Key Differences: Primitive vs Non-Primitive

Feature	Primitive	Non-Primitive
Stored By	Value	Reference
Mutable?	✗ No	✓ Yes
Types	Number, String, etc.	Objects, Arrays
Example	<code>let x = 5</code>	<code>let arr = []</code>



Final Quick Recap

✓ Primitive Data Types

- Basic values
- Immutable
- Example: number, string

✓ Non-Primitive Data Types

- Arrays & Objects
- Mutable
- Stored as references

✓ Arrays

- Ordered data
- Methods: push, pop, shift, unshift
- Loops: for, for-in, for-of

✓ Objects

- Key–value pairs
- Access using dot & bracket notation