# Javascript

## Fundamentals

Values –

Can be 2 types of values – primitive or Object. Objects – we will see later

Primitives:

1. Number (all floating points, integers etc)
2. String
3. Boolean
4. undefined
5. null
6. Symbol (ES2015) – not used much
7. BigInt (ES2020)

# typeof operator

# typeof false # boolean

# typeof “hello” # string