1. Named storage “ for data
2. Keywords
3. Var –ES5/JS5 // while I want it as global variable
4. Let –ES6 //when value can be updated
5. Const –ES6 // when value doesn’t change
6. Declare variables to store data by using the var, let or const keywords
7. E.g.
8. Let ex= “ram”
9. Var box =”red box”
10. Const pi=3.14

Activity -> event

**Hosting**

I can set value of x at top but the variable x can be define anywhere in the code but has to be defined. At the end of the day when we compile the program the defining of variable comes first then assigning the variable.

**Interactions**

1. Alert
2. Prompt
3. Confirm

Functions

e.g.

function sayHi(name){

alert(‘hello ,${name}’);

}

sayHi(“JS Class”); //hello, JS class