

Day 6

## \* Javascript Variable

```
Var person; // Declaring
```

```
Var person = "ABC" // Assigning value
```

```
console.log("Hello", person)  
=> Hello ABC
```

```
person = 'XYZ' // changing value
```

- Var allows us to save a variable so that we can re-use it in future.

## \* Javascript Datatype :-

primitive data type -

- 1) String - text value
- 2) Number - numeric value
- 3) Boolean - true / false
- 4) NULL - absence of a value
- 5) Undefined - value not assigned
- 6) BigInt - very large range of no.
- 7) Symbol - unique identifier

## \* Operators -

1) Assignment operator -

+ :- addition

- :- subtraction

/ :- Division

\* :- multiplication



## 2) Comparison operator :-

> :- greater than

< :- less than

== :- equal to

!= :- Not equal to

## 3) Logical operator

&& :- checks for both condition to be true

|| :- checks for at least one condition to be true

! :- returns false if the result is true

\* Number data type - foundational data type that represents integer and decimal points.

\* Strings - sequence of character / A collection of characters enclosed in single quotes or double quotes.

\* Boolean - checks if a statement is true or false.

\* strict equality (===) - checks for value and datatype  
e.g.  $100 === "100" \Rightarrow \text{true}$   
 $100 === "100" \Rightarrow \text{false}$



## \* Conditional statements

1) if ( condition == true ) {  
     // execute code  
 }

2) if ( condition == true ) {  
     // execute code  
 } else {  
     // execute code  
 }

eg var result = 50;  
 if ( result > 40 ) {  
     console.log("Passed.");  
 } else {  
     console.log("Failed.");  
 }

3) eg var food = "hot";  
 if ( food == "hot" ) {  
     console.log('Too hot');  
 }  
 else if ( food == "cold" ) {  
     console.log(" Too cold ");  
 }  
 else {  
     console.log('just right');  
 }



4) Switch Statement

eg

```
var place = 'first';
```

```
switch (place) {
```

```
  case 'first':
```

```
    console.log('Gold');
```

```
    break;
```

```
  case 'second':
```

```
    console.log('silver');
```

```
    break;
```

```
  case 'third':
```

```
    console.log('bronze');
```

```
    break;
```

```
  default:
```

```
    console.log('No medal');
```

```
}
```