

//so they behave differently in comparison and arithmetic operation

// NOTE

// 1. null > 0 → false

// JavaScript converts null to 0 when using relational operators like >, <, >=, <=.

// So it becomes: 0 > 0 → false

// 2. null == 0 → false

// Here, JavaScript uses loose equality (==), but null is only equal to:

// undefined

// So: null == 0 → false (no coercion to number here)

// 3. null >= 0 → true

// Again, null is coerced to 0, so:

// 0 >= 0 → true

## What is Type Coercion?

**Type coercion** is JavaScript's automatic **conversion of one data type to another** when different types are compared or operated on.

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### Two Types of Coercion:

Type	When It Happens	Example
<b>Implicit</b>	JS automatically converts types	"5" * 2 → 10
<b>Explicit</b>	You manually convert types	Number("5") → 5

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### Examples of Implicit Coercion:

#### ► In Comparisons:

js

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```
"5" == 5    // true (string converted to number)
null == 0    // false (no coercion here!)
undefined == null // true (they are only loosely equal to each other)
```

#### ► In Arithmetic:

js

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```
"5" - 1    // 4 (string converted to number)
"5" + 1    // "51" (number converted to string)
true + 1    // 2 (true → 1)
false * 5   // 0 (false → 0)
```

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### Why it's Confusing

- Operators like +, ==, <, >= all behave **differently** depending on the **types involved**.
  - The same value (null, for example) behaves differently with == vs >=.
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### Tip to Avoid Confusion

 Use:

- `===` and `!==` (no coercion)
  - Explicit conversions: `Number()`, `String()`, `Boolean()`
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