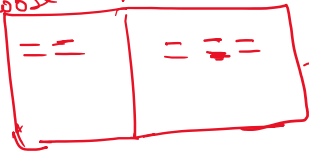


undefined == null
true

loose comparison



==

① Type Conversion ✓

② Value checking

Both represents empty values

undefined == null
false

Strict comparison

① Type checking

② Value checking

a = 10

var a = 10
 left side → right side

type of parseInt("1000")

return Number

parseInt() method

always return value of type Number

NAN

→ error values

Not a Number

type of NAN
 → 'number'

2 + 8

= 10

anything / 0 = ∞

10 / 0 = ∞ infinite

0 / 0 = ∞

∞ / ∞ = ∞

isfinite()