

JS Variable

By CODEMIND Technology

Contact us +91 96650 44698

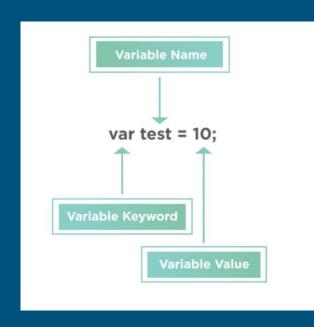
Variable in JavaScript

Variables can be thought of as named containers. Which can store value.

Or we could say Variables are just the name of the storage location

- Variable Declaration: keyword 'var'
- Variable Initialization
- Variable declaration and initialization

```
var myNname; // Variable declaration
myNname = "Billgates"; // Variable Initialization
var age = 31; // Variable declaration & Initialization
```



Note: We can change the variable value as many times as we want

Naming Convention Rules:

Camel Case

- Name must start with a letter (a to z or A to Z), underscore(_), or dollar(\$) sign
- After first letter we can use digits (0 to 9)
- JavaScript variables are case sensitive, for example x and X are different variables.
- Reserved keywords are not allowed to use variable names

Reserved	
keywords	

abstract	else	instanceof	switch
boolean	enum	int	synchronized
break	export	interface	this
byte	extends	long	throw
case	false	native	throws
catch	final	new	transient
char	finally	null	true
class	float	package	try
const	for	private	typeof
continue	function	protected	var
debugger	goto	public	void
default	if	return	volatile
delete	implements	short	while
do	import	static	with
double	in	super	

Assignments 01: Create a file → 01_variable_assign.js

- 1. Declare a variable with name \rightarrow myFullName
 - Log the variable value myFullName value before initialization on console
 - Initialize the myFullName with your first and last name only. Log the value on console
 - Update the myFullName variable and with your first name, middle name and last name. Log the updated value on console
- 2. Declare and initialize a variable with name 'myLove' with value \rightarrow "I love only JS" and log result on console
- 3. Create a variable for form controls as listed below. Declare and initialize must be on same line
 - firstName
 - lastName
 - o age
 - address
 - pincode
 - gender
 - isMarried

Note: log result on console using comma separator