

Day 2 Notes

🔑 Key Takeaway	Variables, Redeclared/Reassign, Primitive, Non-primitive
📅 Learning Date	@June 23, 2025
📦 Module	Module 1: JavaScript Fundamentals
🌟 Status	Done
✓ Topic	✅ Day 2: Variables (let, const, var) & Data Types
🔗 Video Link	https://www.youtube.com/watch?v=tVqy4Tw0i64

Variable Naming Rules :

- The name must have **digits(0-9) or letters**.
- The name can have **\$ and _**.
- The first character **must not** be a **digit**.
- **No Reserved Keywords**

✓ `let $ = 'dollar';`

✓ `let _ = 'underscore';`

✗ `let 2morrow;`

✗ `let react-play;`

JavaScript has two categories of data types :

- Primitive

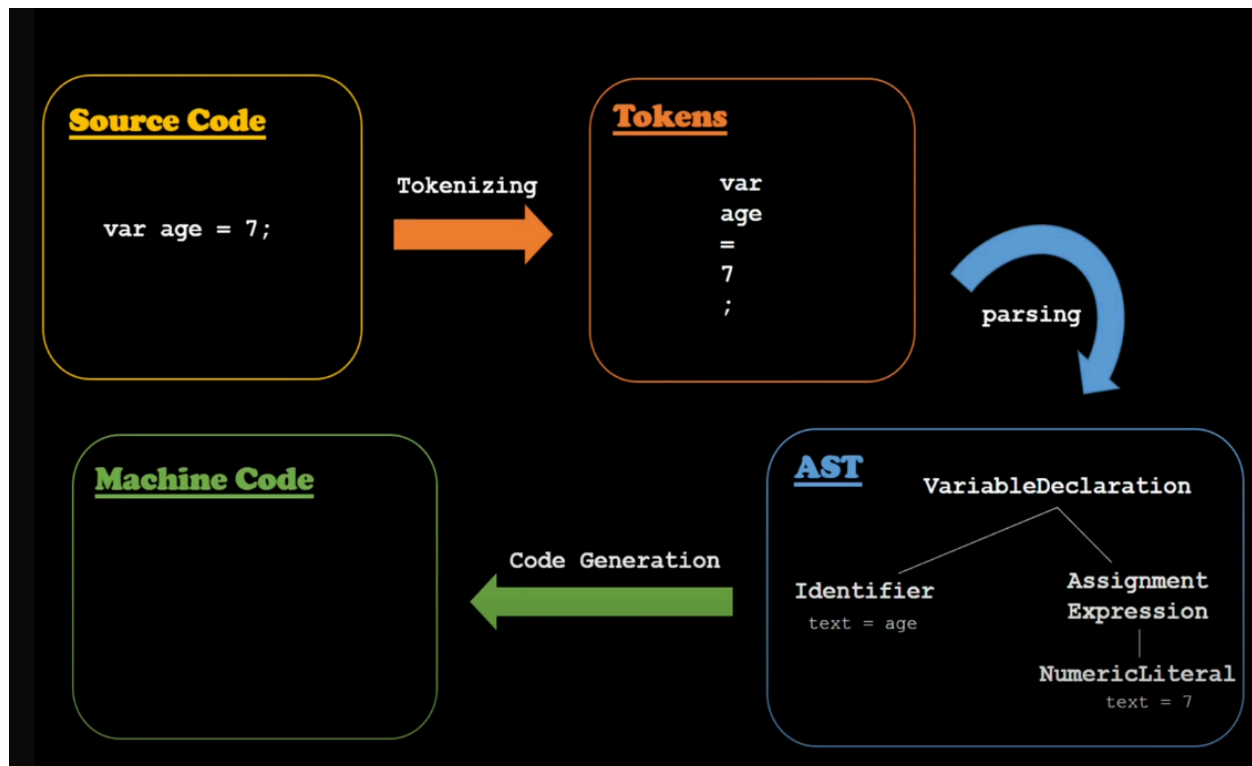
- Non-Primitive

```

/*
- **Primitive Data Types:**
  - `String` - Text values (`"Hello"`)
  - `Number` - Numeric values (`25`, `3.14`)
  - `Boolean` - True/False (`true`, `false`)
  - `Undefined` - A variable declared but not assigned (`let x;`)
  - `Null` - Represents "nothing" (`let y = null;`)
  - `BigInt` - Large numbers (`BigInt(12345678901234567890)`)
  - `Symbol` - Unique identifiers (`Symbol("id")`)
- **Non-Primitive (Reference) Data Types:**
  - `Object` - Collection of key-value pairs
  - `Array` - Ordered list of values
  - `Function` - Code that can be executed
*/

```

How JavaScript Code Executes: An Overview



AST (Abstract Syntax Tree)

[Explore here](#)

Assignment Tasks:

```
## **👤👤 Assignment Tasks**
```

- ✅ Task 1: Declare variables for a person's name, age, isStudent status, and favorite programming language.
- ✅ Task 2: Print the values to the console.
- ✅ Task 3: Try reassigning values to let and const variables and observe errors.
- ✅ Task 4: Create an object and an array, assign them to new variables, modify, and observe changes.

