

# Data Types in js

## 1) what will be the output?

```
let x = 5;  
let y = x;  
x=10;  
console.log(x); // what is the value of x?  
console.log(y); // what is the value of y and why?
```

### Outputs:

#### 1. `console.log(x);`

**Output:** 10

**Explanation:** You changed the value of x to 10 after initially setting it to 5.

#### 2. `console.log(y);`

**Output:** 5

**Explanation:** The variable y was assigned the value of x when x was 5. After that, changing x to 10 does not affect y, as y holds its own copy of the value 5.

## 2) what will be the output?

```
let obj1= {name: "Alice" };  
let obj2=obj1;  
obj1.name="Bob";  
console.log(obj1.name); //what is the output?  
console.log(obj2.name); //what is the output and why?
```

### Outputs:

#### 1. `console.log(obj1.name);`

**Output:** "Bob"

**Explanation:** You changed the name property of obj1 from "Alice" to "Bob".

#### 2. `console.log(obj2.name);`

**Output:** "Bob"

**Explanation:** obj2 is a reference to obj1, so when you modify obj1.name, it also affects obj2.name. Both obj1 and obj2 point to the same object in memory.

3)let a= "hello";

let b=47;

let c=true;

let d={key: "value"};

let e= null;

let f=undefined;

console.log(typeof a); // What will this output?

console.log(typeof b); // What will this output?

console.log( typeof c); //What will this output?

console.log(typeof d); // What will this output?

console.log( typeof e); // What will this output and why

console.log(typeof f); //what will this output and why?

**Outputs:**

1. **typeof a:** "string"

**Explanation:** a is a string.

2. **typeof b:** "number"

**Explanation:** b is a number.

3. **typeof c:** "boolean"

**Explanation:** c is a boolean value (true).

4. **typeof d:** "object"

**Explanation:** d is an object (specifically, an object literal).

5. **typeof e:** "object"

**Explanation:** This is a known quirk in JavaScript. null is technically an object, which can be confusing.

#### 6. `typeof f: "undefined"`

**Explanation:** f is explicitly set to undefined.

4) `let numbers= [10, 20, 30, 40, 50];`

`console.log(numbers[2]); // What will this output?`

`console.log(numbers[0]); // What will this output?`

`console.log(numbers [numbers.length-1]); // // What will this output and Why?`

**Outputs:**

##### 1. `console.log(numbers[2]);`

**Output:** 30

**Explanation:** Arrays are zero-indexed, so `numbers[2]` accesses the third element, which is 30.

##### 2. `console.log(numbers[0]);`

**Output:** 10

**Explanation:** `numbers[0]` refers to the first element of the array, which is 10.

##### 3. `console.log(numbers[numbers.length - 1]);`

**Output:** 50

**Explanation:** `numbers.length` gives the total number of elements in the array (5 in this case). Therefore, `numbers.length - 1` gives the index of the last element, which is 50.

5) `let fruits=["apple", "banana", "mango"];`

`fruits[1]="orange";`

`console.log(fruits); // What will this output?`

**Output:**

• `console.log(fruits);`: `["apple", "orange", "mango"]`

**Explanation:**

- You initially create an array `fruits` containing three elements: "apple", "banana", and "mango".
- The line `fruits[1] = "orange";` changes the second element (index 1) from "banana" to "orange".
- When you log the `fruits` array, it reflects this change, resulting in the new array `["apple", "orange", "mango"]`.

6) Let `matrix=[[1,2,3], [4,5,6],[7,8,9]];`

`console.log(matrix[1][2]);` // What will this output?

`console.log(matrix[2][0]);` // What will this output?

**Outputs:**

1. `console.log(matrix[1][2]);`

**Output:** 6

**Explanation:** `matrix[1]` accesses the second row of the matrix, which is `[4, 5, 6]`. The element at index 2 of that row is 6.

2. `console.log(matrix[2][0]);`

**Output:** 7

**Explanation:** `matrix[2]` accesses the third row of the matrix, which is `[7, 8, 9]`. The element at index 0 of that row is 7.

7) Let `person={name: "John", age:25, city: "New York"};`

`console.log(person.name);` // What will this output?

`console.log(person.age);` // What will this output?

**Outputs:**

1. `console.log(person.name);`

**Output:** "John"

**Explanation:** Accessing the `name` property of the `person` object returns "John".

2. `console.log(person.age);`

**Output:** 25

**Explanation:** Accessing the age property of the person object returns 25.

8) Let car={make: "Toyota", model: "Corolla", year: 2021};

```
console.log(car["make"]); // What will this output?
```

```
console.log(car["model"]); // What will this output?
```

**Outputs:**

1. **console.log(car["make"]);**

**Output:** "Toyota"

**Explanation:** Accessing the make property of the car object returns "Toyota".

2. **console.log(car["model"]);**

**Output:** "Corolla"

**Explanation:** Accessing the model property of the car object returns "Corolla".

9) Let book={title: "The Great Gatsby", author: "F.Scott Fitzgerald"};

```
book.author="Anonymous";
```

```
console.log(book.author); // What will this output?
```

**Output:**

● **console.log(book.author);**

**Output:** "Anonymous"

**Explanation:** The author property of the book object is changed from "F. Scott Fitzgerald" to "Anonymous", so when you log book.author, it outputs "Anonymous".

10) Let student={name: "Alice", grade: "A"};

```
student.age=20;
```

```
console.log(student); // What will this output?
```

**Output:**

● **console.log(student);**

**Output:** { name: "Alice", grade: "A", age: 20 }

**Explanation:** The student object initially has name and grade properties. When you add student.age = 20;, you add a new property age to the object. The output reflects all three properties: name, grade, and age.

