

Lesson

Weekend

Introduction to Programming

(/introduction-to-programming)

/ JavaScript and Web Browsers

(/introduction-to-programming/javascript-and-web-browsers)

/ JavaScript Data Types

Text

Cheat sheet

Terminology

Primitive: A simple element that can't change. JavaScript has seven types of primitives.

Immutable: Something that can't change. All primitives are immutable.

Object: A container for data that represents a group of related data. Objects can have multiple pieces of data of any data type. Objects are mutable.

Mutable: Something that can change. All objects are mutable.

Custom: Something, like an object, that we define — its name, data, and functionality.

Built-In: Something, like an object, that is pre-defined in JavaScript source code — its name, data, and functionality.

Types of Primitives

- **Number:** All numbers such as 221 , -4 , or 1.97 .
- **BigInt:** A numeric type like number, representing whole numbers (meaning without decimals) that are larger than two to the power of 53: 2^{53} .
- **Symbol:** A newer primitive that was introduced in 2015 that we won't be covering in the program. Read more about symbols on the Mozilla documentation on Symbols (<https://developer.mozilla.org/en-US/docs/Glossary/Symbol>).
- **String:** A string is a set of characters enclosed in quotations. "hello" is an example.
- **Boolean:** A boolean is either true or false .
- **Null:** Null is nothing.
- **Undefined:** This means something hasn't been defined in our code yet.

[Previous \(/introduction-to-programming/javascript-and-web-browsers/using-the-devtools-console-for-practice-and-pair-programming\)](#)

[Next \(/introduction-to-programming/javascript-and-web-browsers/arithmetic\)](#)

Lesson 6 of 75

Last updated March 24, 2023

[disable dark mode](#)



(<http://www.epicodus.com>)

© 2023 Epicodus (<http://www.epicodus.com/>), Inc.