```javascript
 1  // # Chapter_Two
 2  /*****************************************************************************
 3   1. primitive datatypes {(primitive datatypes are defined by javascript)}
 4  _____
 5      i.      Number
 6                  10 4.5 8.12 3.14
 7      ii.     String
 8                  'This is a text' + "This is also text"
 9      iii.    Boolean
10                  true or false
11      iv.     Undefined
12      v.      Null
13  _____
14  _____
15
16   2. object datatypes {(object datatypes are user defined data type)}
17  _____
18      i.      Array
19      ii.     Object
20      iii.    Funtion
21  *****************************************************************************/
22
23  /************** 1. primitive datatypes ***************/
24  //      i. Number
25  var i_n = 1451;
26  var f_n = 3.24;
27
28  var nn = Number('45.99');
29  console.log(nn);
30  console.log(Number.parseInt(nn));
31  console.log(Number.MAX_VALUE);
32  console.log(Number.MIN_VALUE);
33  console.log(1 / 0);
34  console.log('ABC' * 10);
35
36  var hex = 0xff;
37  console.log(hex);
38
39  var oct = 0756;
40  console.log(oct);
41
42  //      ii. String
43  var str = 'String';
44  var str2 = "String";
45  var str3 = `String`;
46
47  var str4 = String('bAppY');
48  var str5 = String(0172);
49  var str6 = String(3.1416);
50
51  console.log(str4, str5, str6);
52
53  //      iii. Boolean
54  var b1 = true;
55  var b2 = false;
56
57  var b3 = Boolean(true);
58  var b4 = Boolean(false);
59
60  console.log(b3, b4);
```

```javascript
61
62 //        iv/v. Undefined Vs Null
63 var abc = null;
64 var xyz;
65
66 console.log(abc);
67 console.log(xyz);
68
69 /************* Output **************/
70 bappy@bAppY MINGW64 ~ JavaScript {Note} All You Need to Know/2. Chapter_Two
71 $ node "4-datatypes.js"
72 45.99
73 45
74 1.7976931348623157e+308
75 5e-324
76 Infinity
77 NaN
78 255
79 494
80 bAppY 122 3.1416
81 true false
82 null
83 undefined
```