**JS Q&A**

1. Javascript is Dynamic typed language. (Because it’s variable’s type can automically define by itself ).

JavaScript has several different data types. Here are the main ones:

****Primitive Types****:

* + ****Number****: Represents numeric values, including integers and floating-point numbers.
  + ****String****: Represents textual data, enclosed within single or double quotes.
  + ****Boolean****: Represents a logical value, either **true** or **false**.
  + ****Null****: Represents an intentional absence of any object value.
  + ****Undefined****: Represents an uninitialized or unassigned value.
  + ****Symbol****: Represents a unique identifier.
  + **BigInt**:  Safely store and operate on large integers even beyond the safe integer limit ([Number.MAX\_SAFE\_INTEGER](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Number/MAX_SAFE_INTEGER)) for Numbers.

****Non-primitive (Reference) Types****:

* + ****Object****: Represents a collection of key-value pairs, or properties.
    - ****Array****: A special type of object that represents a collection of elements indexed by integers.
    - ****Function****: A callable object.
    - ****Date****: Represents a date and time.
    - ****RegExp****: Represents a regular expression pattern.
    - ****Map, Set, WeakMap, WeakSet****: Various collections introduced in ES6.