PRIMITIVE TYPES

Primitive Types:
A type of a data that represent a single value

That is, not object

UNDEFIEND Undefined represent lack of existence (You shouldn't set a variable to this)	**NULL** Null represent lack of existence (You can set a variable to this)	**SYMBOL**
NUMBER Floating point number (there is always some decimals) Unlike other programming language there's only one 'number 'type	**BOOLEAN** True or false	**STRING** A sequence of characters

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