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)

SYMBOL

NULL

Null represent lack of existence   
(You can set a variable to this)

STRING

A sequence of characters

BOOLEAN

True or false

NUMBER

Floating point number (there is always some decimals)  
Unlike other programming language there’s only one ‘number ‘type