



# VARIABLES

**JS**

# WHAT TO EXPECT



1

REPL

2

Variables

3

Variable data types

4

Using variables in calculations

# Let's Play with JavaScript Variables!



# Welcome to the Chrome REPL

## Your Code Playground: The Chrome REPL



- REPL stands for "Read-Eval-Print Loop."
- It's a built-in JavaScript interpreter in your Chrome browser.
- Think of it as a testing ground for your code snippets.

# Welcome to the Chrome REPL

## Your Code Playground: The Chrome REPL



1. Open Chrome and hit F12 to access the Developer Tools.
2. Click on the "Console" tab.
3. Voila! Your REPL awaits!

**Let's Get Coding!**

# Variables

- Variables are like labeled boxes that hold data you want to use in your code.
- They have names and values, like: `name = "John"`
- You can change the value later: `name = "Jane"`

```
let age = 30;  
console.log("My age is:", age); // Output: My age is: 30
```

# Assignment

```
let isTester = true;  
console.log("Am I a tester?", isTester); // Output: Am I a tester? true
```



# Understanding Data Types

- Data types tell JavaScript what kind of data is in your variable.
- Common types include:
  - **number**: for numbers (25, 3.14).
  - **string**: for text ("Hello").
  - **boolean**: for true/false values.

```
let price = 19.99; // number
let message = "Welcome!"; // string
let isActive = true; // boolean
```

```
let randomValue = "25"; // string  
console.log(randomValue + 10); // Output: 2510 (concat strings)
```

# Understanding Data Types

## What Am I?

- The typeof operator returns the data type of a variable.
- It's helpful for debugging and checking assumptions about your data.

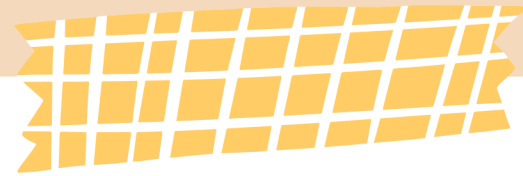
# Understanding Data Types

## What Am I?

```
let age = 30;  
console.log(typeof age); // Output: "number"  
  
let username = "tester123";  
console.log(typeof username); // Output: "string"  
  
let isActive = true;  
console.log(typeof isActive); // Output: "boolean"
```

# Using Variables in Calculations and More!

```
let score = 100;  
let bonus = 20;  
let totalScore = score + bonus;  
console.log("Your final score is:", totalScore); // Output: Your final score is: 120
```



66

**See you in Next Video**

