Variables

- **Data**: Anything that is meaningful to the computer.
- **Variable**: It is a named location for storing data or a value.
- Variables allow computers to store and manipulate data in a dynamic fashion.
- **Variable Identifier**: used to name a variable.
- Equal Sign(**=**) is used to assign values to variables.

Variables in JavaScript

- JavaScript variables must:
  - Start with a letter, underscore(_) or dollar sign($).
  - Subsequent characters can have digits(0-9).
  - Not contain spaces or start with a digit.
- Never use reserved keywords for variable names

Variable declaration grammar and types

Variables in JavaScript

According to ES6 specifications, there are three ways of declaring variables in JavaScript: **var**, **let**, **const**

We assign variables with the equals sign (=).

E.g. `let firstName = 'John';`

Note: never use [reserved keywords](#) for variable names

Variables in JavaScript

var allows you to overwrite variable declaration without an error.

let only allows a variable to be be declared once.
let variables cannot be redefined in the same scope.

const variables can only be declared once.
These are read-only variables.
The const variable cannot be updated.

Camel Case (or camelCase)

In order to keep things legible and to code according to convention, we use camel case. This means that multiple words are joined together as a single word. Generally, the first word is all lower case and any subsequent words start with a capital letter.
For example, we use camel case when we name variables.
eg. `let firstName = "John";`