```
variables:-
***********
- variables are used to store the data / values / literals.

types of variables:-
*******************
1.var :- re-intitialization is possible
         re-decalration is possible
2.let:- re-intitialization is possible
         re-decalration is not possible
3.const:-  re-intitialization is not possible
         re-decalration is not  possible

ex: - var username = "Rakesh";
     console.log(username);

     - extension of javascript file  must be ".js".

     console.log() :- it is a method to print the output in the developer console.
     document.writeln():- it is a method to print the output on the UI.

what is comment?
-comments are the ignored lined by the browser.
-to give an information to the developers.

two type of comments in js:-
***************************
html :- <!-- comment to be done -->
css :- /* ulkdsjvl */

js:-
1.single line comment - (//)
2.multi-line comment - (/**/)


what is data types?
-datatypes used to specify what kind of data stored in the variable.

types of data types:-
********************
1.primitive data types:-
- they are built-in
- immutable
- they can store only a single values
     -string
     -number
     -boolean
     -undefined
     -null
     -symbol
     -bigint

2.non-primtitive data types:-
- they are user defined
- mutable
- they can store multiple values.
     -array
     -functions
     -objects
     -math , date , json

Strings:-
**********
-sequence of characters enclosed within "" , '' , ``(template literals/backtiks)
```

number:-
- -2^53-1 to +2^53-1 upto this range we consider as number data type.
- beyond this range it will be bigint.

boolean :- true / false.

undefined:- variable is declared but not initialized with the value.

null:-null is empty value / absence of an object.
- return type of null is "object".

bigint:- any value exceed the range of number dattype we consider that as bigint.
- any value sufix with "n" will be bigint.