

## 1 JavaScript में Variable Types

JavaScript में variables declare करने के तीन main तरीके हैं: 1. var 2. let 3. const

हर एक का **scope**, **hoisting**, **reassignability** अलग है।

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### 2 var

- **Old way** of declaring variables
- Function scoped
- Reassignable and redeclarable
- Hoisting possible (variable undefined but accessible before declaration)

```
function exampleVar() {  
  console.log(x); // undefined (hoisted)  
  var x = 10;  
  x = 20; // ✅ reassign  
  var x = 30; // ✅ redeclare allowed  
  console.log(x); // 30  
}  
exampleVar();
```

**Scope:** Function scope **Best Use:** पुराने projects, avoid in modern JS

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### 3 let

- **Modern way** for variables
- Block scoped
- Reassignable but not redeclarable in same scope
- Hoisting possible but not initialized (ReferenceError)

```
function exampleLet() {  
  // console.log(y); // ❌ ReferenceError  
  let y = 10;  
  y = 20; // ✅ reassign  
  // let y = 30; // ❌ redeclare not allowed  
  console.log(y); // 20  
}  
exampleLet();
```

**Scope:** Block scope **Best Use:** Dynamic variables, loops, temporary values

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## 4 const

- **Constant variable**
- Block scoped
- Not reassignable, not redeclarable
- Hoisting possible but not initialized (ReferenceError)
- For objects/arrays → modify allowed, reassign not allowed

```
const pi = 3.14;
// pi = 3.1415; ❌ Error

const arr = [1,2,3];
arr.push(4); // ✅ modify allowed
// arr = [5,6]; ❌ Error

const person = {name: 'Sunil'};
person.name = 'Aman'; // ✅ allowed
// person = {name: 'Rakesh'} ❌ Error
```

**Scope:** Block scope **Best Use:** Fixed values, config, functions, components

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## 5 Scope Comparison

Keyword	Scope	Redeclare	Reassign	Hoisting
var	Function	✅	✅	✅(undefined)
let	Block	❌	✅	✅(ReferenceError)
const	Block	❌	❌	✅(ReferenceError)

**Example:**

```
if(true){
  var a = 10; // function scope
  let b = 20; // block scope
  const c = 30; // block scope
}
console.log(a); // 10
// console.log(b); // ❌ Error
// console.log(c); // ❌ Error
```

## 6 Hoisting Example

```
console.log(x); // undefined
var x = 10;

console.log(y); // ✗ ReferenceError
let y = 20;

console.log(z); // ✗ ReferenceError
const z = 30;
```

- var → hoisted with undefined
- let/const → hoisted but not initialized (TDZ - Temporal Dead Zone)

## 7 Project Level Best Practices

1. **Default:** Use `const` for most variables
2. **Dynamic value:** Use `let`
3. **Avoid var:** Unless legacy code
4. **Constants:** Config, API, theme, function references
5. **Loops:** `let` for index, `const` if value fixed per iteration

**Example:**

```
const API_URL = 'https://api.example.com';
let count = 0;
for(let i=0; i<5; i++){
  const square = i*i;
  console.log(square);
}
```

## 8 Summary Table

Keyword	Use Case	Example
var	Old code, function scope	var x = 10; x = 20; var x = 30;
let	Dynamic variable, loops	let y = 10; y = 20;
const	Immutable, fixed values, functions	const PI = 3.14; const arr=[1,2]; arr.push(3);

■ **Tip:** Modern JS projects में **mostly const + let** use करें। Var avoid करें।