

THE 7 PRIMITIVE DATA TYPES

1. **Number:** Floating point numbers 🙋 Used for decimals and integers `let age = 23;`
2. **String:** Sequence of characters 🙋 Used for text `let firstName = 'Jonas';`
3. **Boolean:** Logical type that can only be true or false 🙋 Used for taking decisions `let fullAge = true;`
4. **Undefined:** Value taken by a variable that is not yet defined ('empty value') `let children;`
5. **Null:** Also means 'empty value'
6. **Symbol (ES2015):** Value that is unique and cannot be changed *[Not useful for now]*
7. **BigInt (ES2020):** Larger integers than the Number type can hold

🙋 **JavaScript has dynamic typing:** We do ***not*** have to manually define the data type of the value stored in a variable. Instead, data types are determined **automatically**.

Value has type, NOT variable!