# Variables

console.log("test ")

const accountId = 23355;

let accountEmail = "siddharthnaudiyal@gmail.com";

var accountPassword = "Sidhu#daf";

accountCity = "Jaipur";

console.table([accountEmail,accountId,accountPassword,accountCity])

**const** means it cant be changed

**let** and **var difference =** we use let instead of var because in modern day javascript it solves a problem of scope (“{ }”) var was like if u change var it also changes var in whole code irrespective of scope but let only assign value at that scope.

**Don’t use var because of issue in block scope and functional scope.**

* You can assign value in variable without let var const too. It is possible in javascript
* And if you **let**  a variable without any value inside it. Node js would show undefined value

# Datatypes

**Number** 2 to power 53

**Bigint**

**String**

**Boolean** true false

**Null** stand alone value like you wont return zero if you temperature app aint working youll use null cuz zero is value

**Undefined**

**Symbol** unique

**Object**

**Typeof**  it tells you type of data types but type of null is **object**

# Data Conversion

let score = 33

let score2 = "45"

console.log(typeof(score))

let valueInNumber = Number(score2)

console.log(valueInNumber)

console.log(typeof valueInNumber)

**Typeof()** to know the type and **Number()** to convert it into number

* Syntax would be N capital or starts with capital
* When changing number if its not a number in string it will return **NaN**(not a number)
* **Null**  would be converted to **0**
* **Undefined** would be converted to **NaN**
* But they all would be typeof **number**

let isLoggedIn = 1

let isBoolean = Boolean(isLoggedIn)

console.log(isBoolean)

* 1 in Boolean is **true**
* **0** in Boolean is **false**
* **“ “**  is **false**
* **“Siddharth”** is **true**

# Conversion

console.log(null > 0)*//false*

console.log(null == 0)*//false*

console.log(null>=0) *//it converts null to zero (true)*

console.log("2"==2) *//true because it converts string to number auto*

console.log("2"===2)*// falase as it checks its data type too*

# Data types Summary

**Primitive Data types –** strings, number, bigInt, Boolean, null, undefined ,symbol.

They all call by value – that means when make changes they are copy not the actual thing in memory

**Non Primitive (Refrence) -**  Array, Object and Functions

JavaScript is a **dynamically typed language** ✅

That means:

* You **don’t need to declare the type** of a variable when you create it.
* The **type is determined at runtime** (when the code runs), not at compile time.
* A variable can hold different types of values at different times.

const score = 100               *// Number datatype*

const scoreValue = 100.3        *// num*

const isLoggedIn = false        *// boolean*

const outsideTemparture = null  *// null*

let userEmail;                  *// undefined*

const value = Symbol('124')

const value2 = Symbol('124')

console.log(value2===value)  *// false they are unique*

**Datatype of null is Object**

# Stack and heap memory

**Stack(**primitive) as a copy data

let myname = "siddharth"

let anotherName = myname

anotherName = "sid"

console.log(myname)

console.log(anotherName)

it doesn’t change the name of my name

and **Heap (** non primitive) original data

let UserOne = {

    email: "siddharth@gmail.com",

    pass: "whatver"

}

let UserTwo = UserOne;

UserTwo.email = "hellw@gmail.com"

console.log(UserOne.email)  *//hellw@gmail*

console.log(UserTwo.email)  *//hellw#gmail*

it has changed cuz its pointing towards that memory not creating a copy

# Strings

Concatination of strings should be done by backstrick ` ` and ${ } to add and conctatinate string

const name = "SId"

const height = 44;

*// let nameHeight = name + height;*

*// console.log(nameHeighta)*

let nameHeight2 = `my name is ${name} and my height is ${height}`

console.log(nameHeight2)

strings is also an object collection of key value pair

let gameScore = new String ("hello")

console.log(gameScore)

defining a string. Normal string also look like this in background

let gameScore = new String ("hello")

console.log(gameScore)

console.log(gameScore[0])

console.log(gameScore.\_\_proto\_\_) *// this is not empty it will show alot of property if  you see this in broweser*

**Strings Methodology**

console.log(a.charAt(2));       *// telss the location of string at index 2*

console.log(a.toUpperCase());   *// converts to uppercase*

console.log(a.indexOf("i"));    *// returns the index of i in a*

**Slicing of Strings**

let newString = a.substring(0,3) *// doesnt obey negative value it will start from start*

console.log(newString)

const anotherString = a.slice(-8,4) *// it will obey negative value as well it will start from the end too*

console.log(anotherString)

**.trim() –** used usually when you are taking a form from user and he fills spaces in front or back unknowingly or knowingly

b = "      hello kutta        "

console.log(b)                  *// output :          hello kuttaa*

console.log(b.trim())           *// output : hello kutta (this removes the spaces from front and back)*

**.replace() –** to replace something in url or something

const url = "https://www.google.com/siddharth%20naudiyal"

console.log(url.replace("%20","-"))

**.include**

console.log(url.includes("sid"))

# Numbers and Maths

let score = 30

console.log(score)

let gameScore = new Number(882) *// this will set this as number and will give prototype in console of browser*

console.log(gameScore)

**Functions for number**

**.tostring ()**

console.log(gameScore.toString())  *// this will help to get all the strings function in number by converting*

**.tofixed()**

console.log(gameScore.toFixed(2)) *// this will show 882.00 means till two decimal places*

usually used in ecommerce websites

**.toprecision()**

let nameScore = 898.93

console.log(nameScore.toPrecision(3))

it will round off till the number you have given.

**.toLocaleString()**

const hundreds = 1000000000

console.log(hundreds.toLocaleString("en-In"))*// for indian decimals en-In is used*

this will put decimals according to digits leaving localestring as it is will give you American decimal system.