

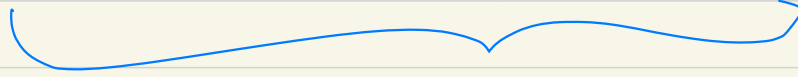
→ JS is a programming language. → Build logic

↓
(EcmaScript)

↳ capability to make decisions.

↳ Smartly do task repetition

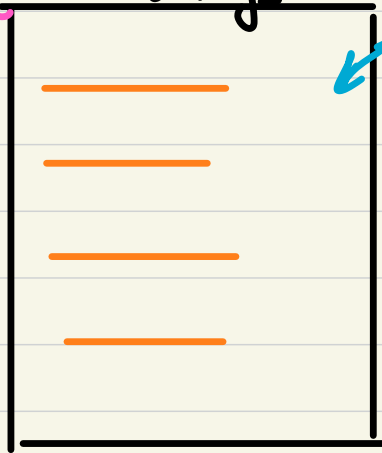
→ Backend → java, C++, go lang, ruby, python, C#



JS

HOD SSV.

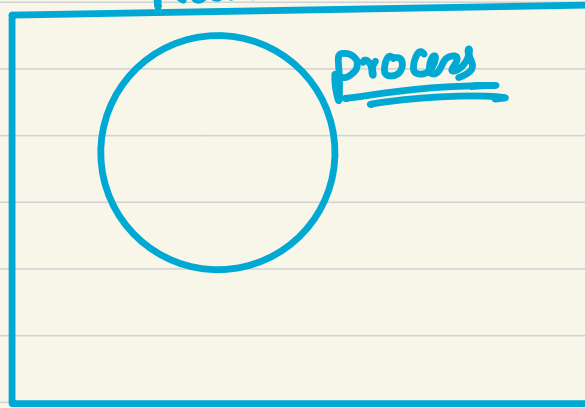
index.js



Run

Ram

(storage device)



program

→ program under execution
is called process.

→ to store data in our JS code, we can use something

called as variables.

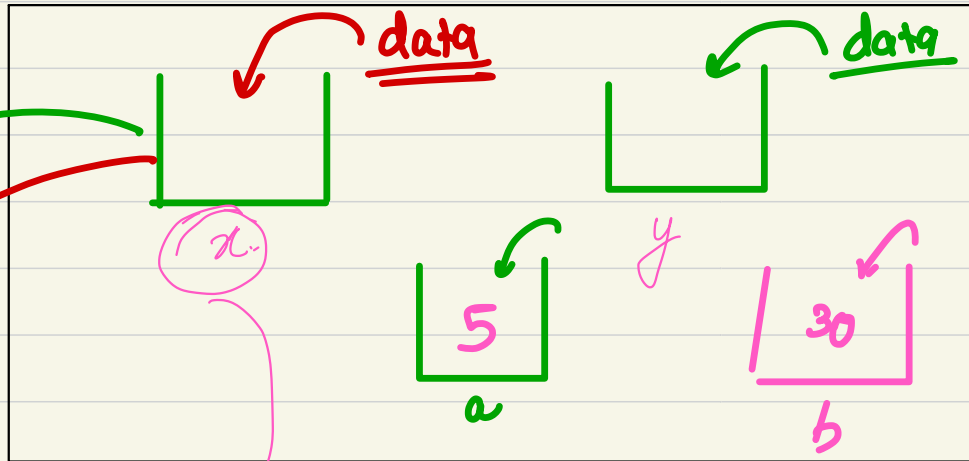
these are kind of buckets.

JS process in the RAM

bucket

every bucket has its own name

↓
Variable name



fetch, update & store the data in your variables.



let name = ~

var name = ~

const name = ~

console.log(x);

→ it will print the value
stored inside x.



Datatypes

datatypes define the classification of diff diff type of values we can store in our program.

→ number

→ string → to store random text → "~~~~~"

→ undefined

→ boolean → true + false

⋮

→ Rules for naming variables in JS:

→ variable name can contain english alphabets, digits, underscore & dollar. No. other char can be used.

→ Variable name cannot start with a number/digit.

→ variable names are case sensitive.

money — Money —
MONEY — mONEY —

→ you cannot use a keyword for a variable name.

let for if else var ...