



SNS COLLEGE OF ENGINEERING



DEPARTMENT OF COMPUTER SCIENCE
AND ENGINEERING
JAVASCRIPT VARIABLE



JS VARIABLE



- A **JavaScript variable** is simply a name of storage location.
- The actual value of a variable can be changed at any time.
- Name must start with a letter (a to z or A to Z), underscore(`_`), or dollar(`$`) sign.
- After first letter we can use digits (0 to 9), for example value1.
- JavaScript variables are case sensitive, for example x and X are different variables.



JS VARIABLE



- **Using Case in Variables:** In JavaScript variables are case-sensitive. **For Example:** "total" and "TOTAL" have different meanings in JavaScript.
- If you are using a variable name that consists of only a word, it is make sure that easier way to use lowercase letters.
- If you are using a variable name with two words such as "total count". It's better to capitalize the first letter of the word. **For example.** "Total_Count", etc.



JS VARIABLE



- **Allowed special characters:** An important rule to remember is that variable name must start with a letter (a to z or A to Z), underscore(_), or dollar(\$) sign. **For example:** "_totalpay", Total_Count etc.
- After the first letter, we can use digits (0 to 9), **for example:** "value1".
- **Avoiding Reserved Words:** When naming variables in JavaScript avoid the use of the reserved word. **For example:** "if", "case" etc.



Declaring Variables



- To declare text as a variable, you can use the "var" or "let" keyword. The Following syntax is used for declaring a variable in JavaScript:
- **Syntax:**
 - var variable_name;
 - In the above syntax, "var" is a keyword and "variable_name" is a name given to a variable.
- **For Example:**
 - var total_amount;



ASSIGNING VALUES



- For assigning a value to a variable, you can use the JavaScript assignment operator (=).
- **Syntax:**
 - `var variable_name = value;`
 - In the above syntax, "var" is a keyword, "variable_name" is a name given to a variable and value is used to assign a value to a variable.
- **For Example:**
 - `var total_amount = 500;`
 -



ASSIGNING VALUES



- `<script>`
- `var x = 10;`
- `var y = 20;`
- `var z=x+y;`
- `document.write(z);`
- `</script>`
-



TYPES OF VARIABLE



- A JavaScript local variable is declared inside block or function. It is accessible within the function or block only. For example:
- `<script>`
- `function abc(){`
- `var x=10;//local variable`
- `}`
- `</script>`
- Or,
- `<script>`
- `If(10<13){`
- `var y=20;//JavaScript local variable`
- `}`
- `</script>`



TYPES OF VARIABLE



- JavaScript global variable
- A **JavaScript global variable** is accessible from any function. A variable i.e. declared outside the function or declared with window object is known as global variable. For example:
- `<script>`
- `var data=200;//gloabal variable`
- `function a(){`
- `document.writeln(data);`
- `}`
- `function b(){`
- `document.writeln(data);`
- `}`
- `a();//calling JavaScript function`
- `b();`
- `</script>`



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JAVASCRIPT DATATYPES



JS DATATYPES



- JavaScript provides different **data types** to hold different types of values. There are two types of data types in JavaScript.
- Primitive data type
- Non-primitive (reference) data type
- JavaScript is a **dynamic type language**, means you don't need to specify type of the variable because it is dynamically used by JavaScript engine.



JS DATATYPES



- You need to use **var** here to specify the data type. It can hold any type of values such as numbers, strings etc. For example:
- `var a=40;//holding number`
- `var b="Rahul";//holding string`



JavaScript primitive data types

Data Type	Description
String	represents sequence of characters e.g. "hello"
Number	represents numeric values e.g. 100
Boolean	represents boolean value either false or true
Undefined	represents undefined value
Null	represents null i.e. no value at all



JavaScript nonprimitive data types

Data Type	Description
Object	represents instance through which we can access members
Array	represents group of similar values
RegExp	represents regular expression



ID SELECTOR



- Write a JavaScript function to calculate the sum of two numbers. ...
- Write a JavaScript program to find the maximum number in an array. ...
- Write a JavaScript function to check if a given string is a palindrome (reads the same forwards and backwards).
- [Top 50 JavaScript coding Interview Questions and Answers | Keka](#)