

Basics Cheat Sheet by suicidepunk666 via cheatography.com/178213/cs/37160/

Primitive Types

Number: represents a number, whether it is an integer, a floating-point number,

or a NaN (Not a Number).

Boolean: represents a logical value of either true or false.

Undefined: represents an uninitialized or undefined value.

```
String: represents a sequence of characters, enclosed in
quotes (single or double).
```

Null: represents a deliberate non-value or null reference.

Variables Can Change Types

```
let numPuppies = 23; // Number
numPuppies = false; // Now a Boolean
numPuppies = 100;  // Back to Number!
```

Variables

Variables are like labels for values

We can store a value & give it a name in order to:

Refer back to it later

Use that value to do...stuff

Or change it later on

const works just like let, except you CANNOT change the value.

Boolean

Booleans are very simple.

You have two possible options:

true or false. That's it!

let syntax

Basic syntax:

```
let someName = value;
```

Recall values:

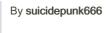
```
let hens = 4;
let roosters = 2;
hens + roosters //6
```

const syntax

```
const hens = 4;
hens = 20; //ERROR!
```

Boolean syntax

```
let isLoggedIn = true;
let game0ver = false;
const isWaterWet = true;
```



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