Primitive Types

Number: represents a number, whether it is an integer, a floating-point number, or a NaN (Not a Number).

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

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

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

Undefined: represents an uninitialized or undefined value.

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

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;
```