Data Types

→ Primitive Data Types:

→ Primitive data types are numbers, Booleans, strings, undefined, null, and symbol. Primitive data types are the basic and common data types in Javascript.

PRIMITIVE DATA TYPE	MEANING
→ VAR x;	undefined
→ VAR x = UNDEFINED;	undefined
→ VAR x = null;	null type data
→ VAR x = 3;	number
→ VAR x = 6.5;	number
→ VAR x = "5";	string
→ VAR x = '5';	string
→ VAR x = "HELLO WORLD";	string
→ VAR x = TRUE;	Boolean
→ VAR x = FALSE;	Boolean

→ Reference Data Types:

→ Reference in Javascript are datatypes based on primitive. Like Objects, Arrays and Function. Everything is Javascript is either an Object or Primitive datatypes. When we create an object, the value is not directly assigned to the variable. Instead, a reference

to that value is what gets set. Variable knows about the location of the object in memory, not the object itself.

REFERENCE DATA TYPES	MEANING
→ VAR y = ["MARCH", "APRIL"];	Array
→ VAR y = {NAME: "HARRY", AGE: 22, GENDER: 'MALE'}	Object
→ VAR y = FUNCTION() {}	Function or
→ VAR y = NEW DATE();	Date

→ Difference b/w Primitive & Reference Data type:

→ Javascript stores the primitive value on the stack because the size of a primitive value is fixed. On the other hand, Javascript stores the reference value on the heap because the size of the reference value is dynamic.

→ One of the most significant differences b/w primitive data and reference data is that, If the value is primitive, then we manipulate the actual value stored in that variable. Whereas, If the value is of reference data type, we can manipulate that

Page No. _____

Date | | | |

object's reference, rather than the actual object. It means a variable that stores an object is accessed by reference.