

VARIABLES

Review Variables

Nice work! This lesson introduced you to variables, a powerful concept you will use in all your future programming endeavors.

Let's review what we learned:

- Variables hold reusable data in a program and associate it with a name.
- Variables are stored in memory.
- The `var` keyword is used in pre-ES6 versions of JS.
- `let` is the preferred way to declare a variable when it can be reassigned, and `const` is the preferred way to declare a variable with a constant value.
- Variables that have not been initialized store the primitive data type `undefined`.
- Mathematical assignment operators make it easy to calculate a new value and assign it to the same variable.
- The `+` operator is used to concatenate strings including string values held in variables
- In ES6, template literals use backticks ``` and `${}` to interpolate values into a string.
- The `typeof` keyword returns the data type (as a string) of a value.

☒ Instructions

To learn more about variables take on these challenges!

- Create variables and manipulate the values
- Check what happens when you try concatenating strings using variables of different data types
- Interpolate multiple variables into a string
- See what happens when you use `console.log()` on variables declared by different keywords (`const` , `let` , `var`) before they're defined. For example:

```
console.log(test1);

const test1 = 'figuring out quirks';
```

- Find the data type of a variable's value using the `typeof` keyword on a variable.
- Use `typeof` to find the data type of the resulting value when you concatenate variables containing two different data types.

Community Forums

Still have questions? View this exercise's thread in the [Codecademy Forums](#)