Values, variables & types

Ref Javascript · Vocabulary in context

Word	Example
variable /ˈveərɪəbl/	A **variable** stores a value that can change.
assign	**Assign** a value with =: let x = 5. = let x = 5
operator /ˈɒpəreɪtə/	The symbols + and - are each an **operator**. + -
remainder /rɪˈmeɪndə/	14 divided by 5 leaves a **remainder** of 4. 14 5 4
random /ˈrændəm/	Decay is **random**: we cannot say which nucleus decays next.
type /taɪp/	The number 8 has the **type** int. 8 int
convert	**Convert** text to a number with Number(“5”). Number(”5”)

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