

# JavaScript Const

- description : JavaScript Let
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## ECMAScript 2015

ES2015 let const 가 JavaScript .  
 , const let .

```

<!DOCTYPE html>
<html lang="en">
<body>
  <h2>JavaScript const</h2>
  <p>You cannot change a primitive value.</p>
  <p id="demo"></p>
  <script>
    try {
      const PI = 3.141592653589793;
      PI = 3.14;
    }
    catch (err) {
      document.getElementById("demo").innerHTML = err;
    }
  </script>
</body>
</html>

```

## Block Scope

const (Block Scope) let .  
 x x .

```

<!DOCTYPE html>
<html lang="en">
<body>
  <h2>Declaring a Variable Using const</h2>
  <p id="demo"></p>

```

```
<script>
  var x = 10;
  // Here x is 10
  {
    const x = 2;
    // Here x is 2
  }
  // Here x is 10
  document.getElementById("demo").innerHTML = x;
</script>
</body>
</html>
```

## Assigned when Declared

JavaScript const :

### Incorrect

```
const PI;
PI = 3.14159265359;
```

### Correct

```
const PI = 3.14159265359;
```

## Not Real Constants

const 가 .  
.  
(primitive),

## Primitive Values

(constant), .

```
const PI = 3.141592653589793;
PI = 3.14; // This will give an error
```

```
PI = PI + 10; // This will also give an error
```

## Constant Object can Change

```
<!DOCTYPE html>
<html>
<body>
  <h2>JavaScript const</h2>
  <p>Declaring a constant object does NOT make the objects properties
  unchangeable:</p>
  <p id="demo"></p>
  <script>
    // Create an object:
    const car = { type: "Flat", model: "500", color: "white" };
    // Change a property:
    car.color = "red";
    // Add a property:
    car.owner = "Johnson";
    // Display the property:
    document.getElementById("demo").innerHTML = "Car owner is " + car.owner;
  </script>
</body>
</html>
```

```
<!DOCTYPE html>
<html>
<body>
  <h2>JavaScript const</h2>
  <p>But you can NOT reassign a constant object:</p>
  <p id="demo"></p>
  <script>
    try {
      const car = { type: "Fiat", model: "500", color: "white" };
      car = { type: "Volvo", model: "EX60", color: "red" }; /* Error */
    }
    catch (err) {
      document.getElementById("demo").innerHTML = err;
    }
  </script>
</body>
</html>
```

## Constant Arrays can change

```
<!DOCTYPE html>
<html>
<body>
  <h2>JavaScript const</h2>
  <p>Declaring a constant array does NOT make the elements unchangeable:</p>
  <p id="demo"></p>
  <script>
    // Create an Array:
    const cars = ["Saab", "Volvo", "BMW"];
    // Change an element:
    cars[0] = "Toyota";
    // Add an element:
    cars.push("Audi");
    // Display the Arrays:
    document.getElementById("demo").innerHTML = cars;
  </script>
</body>
</html>
```

```
<!DOCTYPE html>
<html>
<body>
  <h2>JavaScript const</h2>
  <p>You can NOT reassign a constant array:</p>
  <p id="demo"></p>
  <script>
    try {
      const cars = ["Saab", "Volvo", "BMW"];
      cars = ["Toyota", "volvo", "Audi"]; /* Error */
    }
    catch (err) {
      document.getElementById("demo").innerHTML = err;
    }
  </script>
</body>
</html>
```

const            Internet Explorer 10

# Redeclaring

JavaScript var

```
var x = 2; // Allowed
var x = 3; // Allowed
x = 4;    // Allowed
```

, var let const

```
var x = 2; // Allowed
const x = 2; // Not Allowed
{
  let x = 2; // Allowed
  const x = 2; // Not Allowed
```

, const

```
const x = 2; // Allowed
const x = 3; // Not Allowed
x = 3; // Not Allowed
var x = 3; // Not Allowed
let x = 3; // Not Allowed

{
  const x = 2; // Allowed
  const x = 3; // Not Allowed
  x = 3; // Not Allowed
  var x = 3; // Not Allowed
  let x = 3; // Not Allowed
}
```

const

```
const x = 2; // Allowed

{
  const x = 3; // Allowed
}

{
  const x = 4; // Allowed
}
```

# Hoisting

var

:

```
carName = "Volvo";  
alert(carName);  
var carName;
```

const

:

“TDZ (Temporal Dead Zone)”

const

가

## This code will not run

```
carName = "Volvo";  
const carName;
```

„ Javascript, Const

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