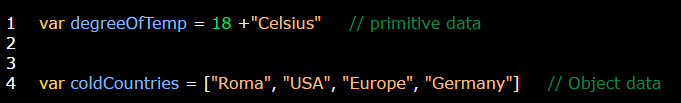
**var keyword**

var keyword stands to variable which considered location memory whose value **may changes** during the execution of a program. We know in [variable](Variables.docx) file how variable in general created, work, and also its syntax.

**Notes:**

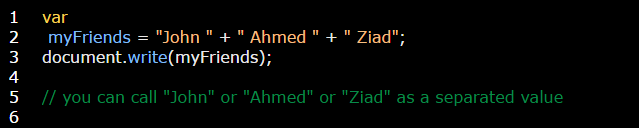
1. var statement can stored **primitive | reference** data type.
2. The var keyword is almost the same as [let](let%20keyword.docx). It also declares a variable, but in a slightly different, “old-school” way. Normally we don’t use it.
3. A variable should be declared only once as a repeated declaration of the same variable is an error.
4. var is an optional keyword. (you can declare & initialize variable without it)

**Example 1:**

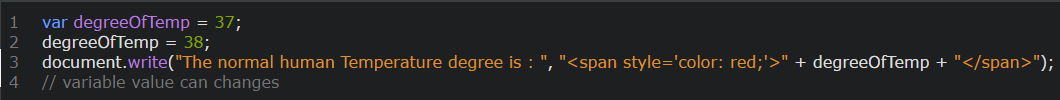


We can use **+** to concatenate several primitive values.

**Example 2:** limitation of concatenation is that you deal with all concatenate values as a one package. Use object data type instead

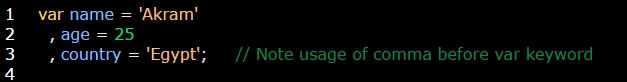
****

**Example 2:** variable value may changes during the execution of a program (**Remember:** JS is a dynamic language)

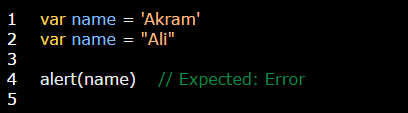
****

On changing the value of a specific identifier the old value was removed from memory location while the new value will be stored instead.

**Example 3:** on declaring of multiline variables:

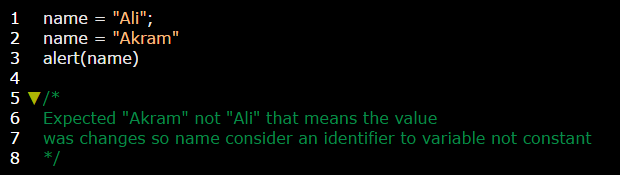
****

**Example 4:** on declaring identifier twice in the same script.

****

Above example show that there is an identifier declared twice in the same script that means there are two memory locations has the same name and that is impossible.

**Example 5:** variable without var keyword.

****