P. Akash Kumar

66R

Sub: HTML

Variables

A **variable** is a named storage location in a program that holds data. It acts like a container or box with a label where you can store information, retrieve it later, and change it if needed.

The label used to refer to the variable (e.g., age, totalPrice). The actual data stored in the variable (number, text, etc.). The category of the data (string, integer, float, boolean, object, etc.). Where the variable is accessible in the program (local or global). How long the variable exists in memory during program execution.

Uses of Variables:

- To store data for later use.
- To make programs flexible and reusable.
- To avoid repeating the same values multiple times.
- To make code easier to read and maintain.

Rules for Naming Variables

- It can contain letters, digits, and underscores.

- Cannot start with a digit.

- No space or special characters (except _).

- Case-sensitive in most languages (Name and name are different).

Types:

Variables are of mostly 2 types: Global Variable

Local variable

Global Variable – Accessible from anywhere in the program.

Local Variable – Accessible only inside a specific function or block.