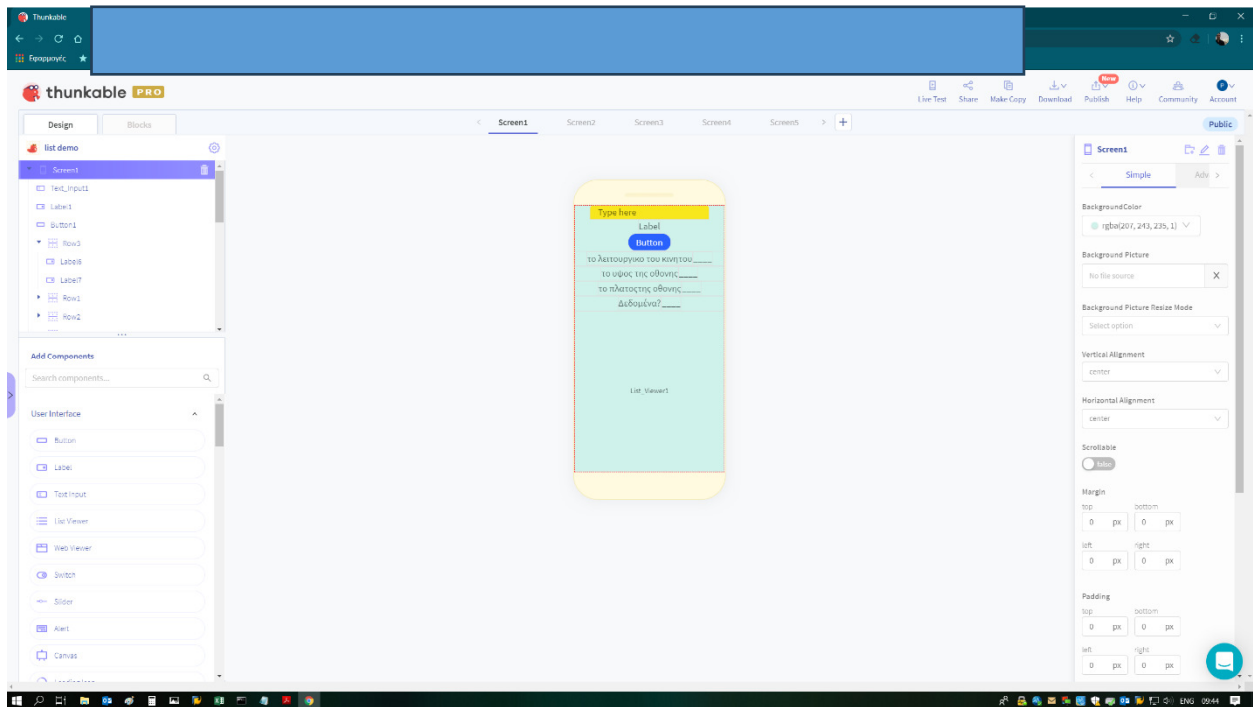
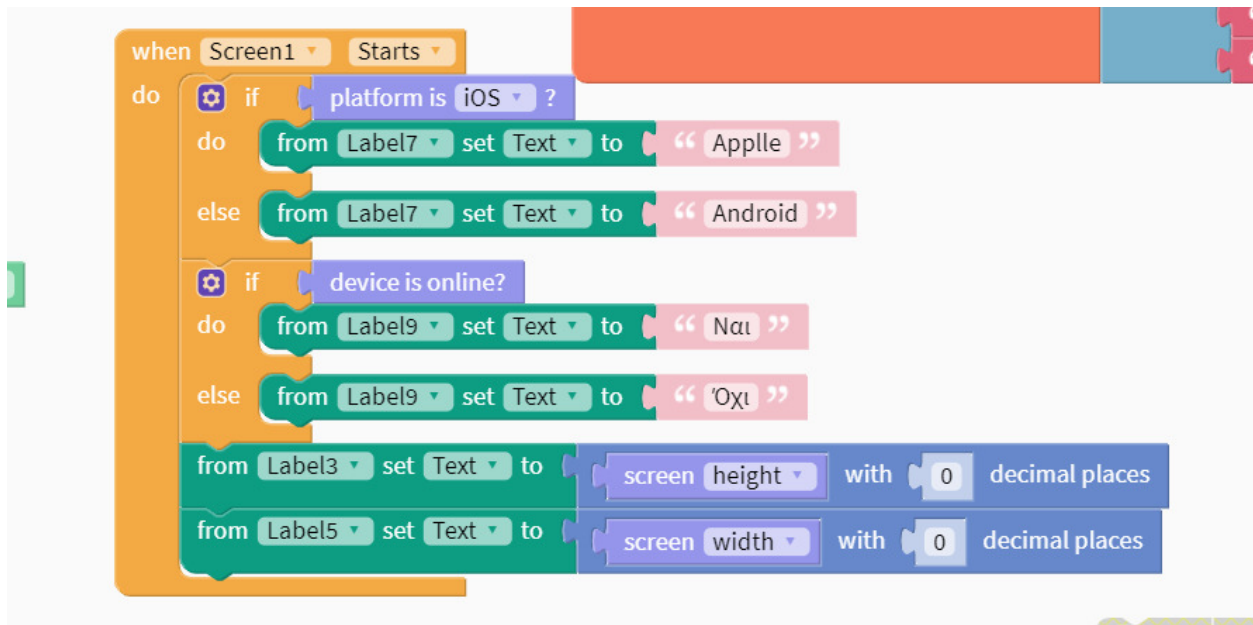


## Συλλογή χαρακτηριστικων της συσκευης



## What is a Variable?

In app creation, variables work like containers to hold numbers, phrases, the results of a calculation, a database call, or other important values in the app, in the mobile device itself or in the cloud.

Instead of repeating these values in multiple places, a variable can be used wherever it is needed in your Blocks code.

An app variable works across screens and is stored in the app itself

**A stored variable** also works across screens but is saved to the mobile device itself. This means that a stored variable can be retrieved from a previous session. A stored variable is similar to saving a value to Local Storage and is especially useful for retrieving a user's previous setting. If you use stored variables, you no longer need to add Local Storage to your app.

A cloud variable also works across screens but is saved to the cloud powered by Firebase. By default, the cloud variable is saved to the Thunkable default Firebase database but you can save them to your own private Firebase database by following the instructions here. Cloud variables can be used similar to saving and retrieving values to a Realtime DB powered by Firebase and can be used in a number of applications that share data across users in the cloud. If you use cloud variables, you no longer need to add a Realtime DB to your app.