**Ruby**:

**variables** are locations which hold data to be used in the programs. Each variable has a different name. These variable names are based on some naming conventions. Unlike other programming languages, there is no need to declare a variable in Ruby.

**Types:**

* Local variables. (a-z) or \_
* Global variables. $
* Instance variables. @
* Class variables. @ @

**Converting variables types:**

* **to\_i** converts variables to integer.(1,2,3,….)
* **to\_f** converts variables to float. (1.0,1.2,1.4,….)
* **to\_s** converts variables to “string”.(“ateeba,’saim’,”muneeb”)\_ string is a combination of characters.
* **to\_s(2)** converts variables to binary form.