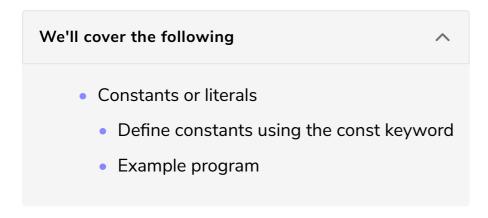
## C++ Constants/Literals

In this lesson, you will be introduced to constants in C++.



## Constants or literals #

Let's write a program in which we will overwrite the value of a variable.

Run the code below and see the output!

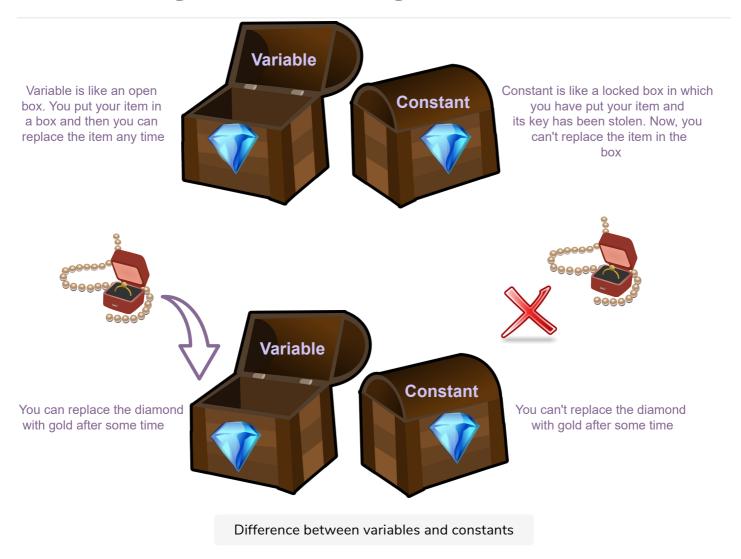
```
#include <iostream>
using namespace std;

int main() {
   int number = 10;
   cout << "Number = " << number << endl;
   number = 20;
   cout << "Number = " << number << endl;
   number = 30;
   cout << "Number = " << number << endl;
}

Variables in C++</pre>
```

In the above code, we have declared a variable number. We see that we can overwrite the value of the number during the execution of the program. Initially, the value of the number is 10, then 20, and finally 30. What if we want to declare a variable whose value remains fixed throughout the program execution? Here, constants come in.

# change their value during the code execution.



# Define constants using the const keyword #

In C++, we can use the **const** keyword to declare a constant. The basic syntax for creating a constant is:

const constant\_datatype constant\_name = constant\_value;

Note: Don't worry about the constant data types yet. We will cover these in detail in the next chapter. In this chapter, we will just have to work with int is used to store an integer value in a constant. A constant declared with int data type cannot store floating-point values.

#### Example program #

Let's write a program in which we will define a constant and print its value.

Run the code below and see the output!



Constants in C++

**Line No. 6:** Declares a constant number that can take an integer value. We store in a number.

**Line No. 7:** Displays the value of the number

**X** Common programming error: In C++, you have to initialize a constant at the time of its declaration. If you don't initialize a constant at the time of creating it, an error will occur.

Q !

What is the output of the following code?

```
int main() {
  const int number = 10;
  cout << "Number = " << number << endl;
  number = 20;
}</pre>
```

