Introduction to Variables
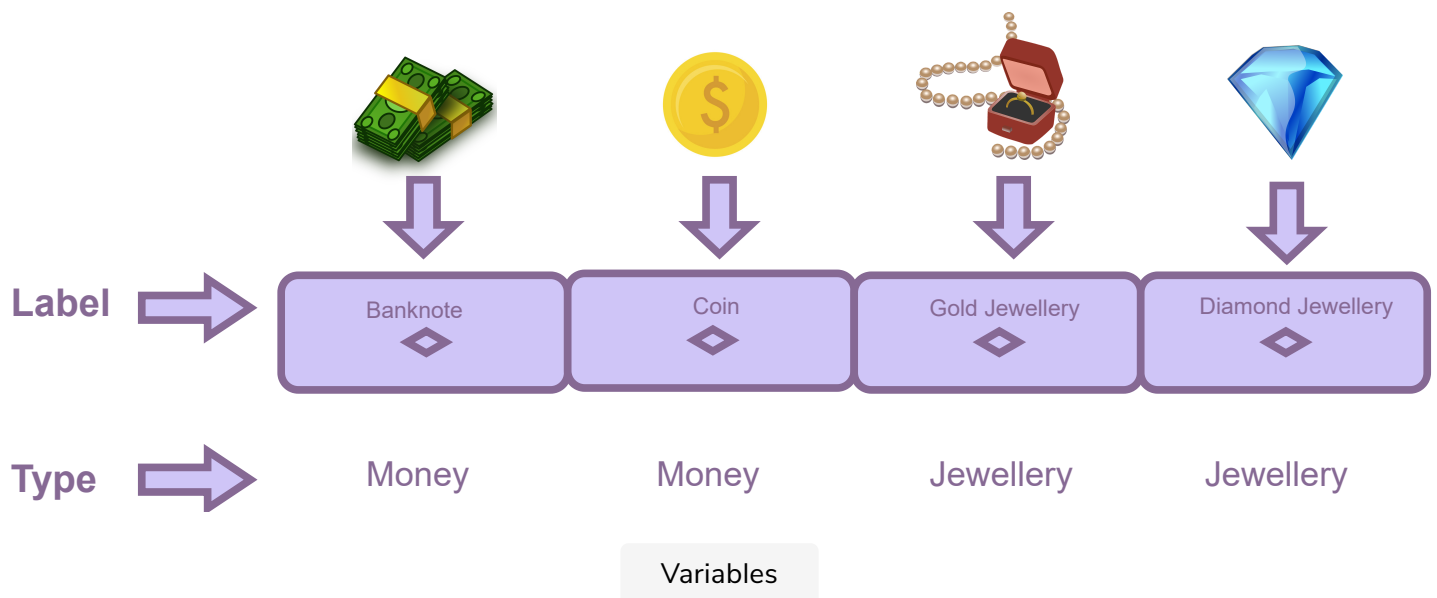
In this lesson, you will be introduced to variables.

Variables

Suppose we have cabinets of different types. In each cabinet, we can only put one item. To store something in a cabinet, first, we'll decide the cabinet type. Then, we'll put a unique label on a cabinet to keep track of the item it contains.

	Banknote	Coin	Gold Jewellery	Diamond Jewellery
Label →				
Type →	Money	Money	Jewellery	Jewellery

Variables

A variable is just like a cabinet that can store data. To store something in a variable, we decide its data type (similar to a cabinet type) and give it a unique name (analogous to a label in the above diagram). Each variable can store exactly one item, but the data stored in a variable can be changed over time.

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*In terms of programming language, a **variable** is a location in the computer's memory where we can store the data. The value of data can be changed during the execution of a program. Each variable has a unique and*

*meaningful name known as an **identifier**.*

> 📝 **Note:** A big advantage of variables is that they allow us to store data so that we can use it later in the program. We can always change the value of a variable during the running program.

Quiz

Q ❗ Variables are named locations in computer memory where we can store our data.

Let's move on to the next lesson, where you will see the basic syntax for declaring and initializing variables in C++.