

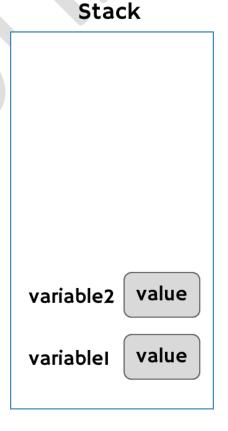
Variables

What is Variable

Variable is a named memory location in RAM, to store a particular type of value, during the program execution.

Understanding Variables

- All Variables will be stored in Stack.
- > For every method call, a new "Stack" will be created.
- > The variable's value can be changed any no. of times.
- > The variables must be declared before its usage.
- The variables must be initialized before reading its value.
- Variable's data type should be specified while declaring the variable; it can't be changed later.
- > The stack (along with its variables) will be deleted automatically, at the end of method execution.



How to create variables?

Syntax to Create a variable

DataType VariableName;

or] Declaration with initialization

DataType VariableName = value;

Set value into Variable

VariableName = value;

Get Value from Variable

VariableName

Variable / Identifier Naming Rules

Variable name should not contain spaces.

Student Name

StudentName

· Variable name should not have special characters [except underscore].

Student#Name

StudentName

· Duplicate variable names are not allowed.

int x;

int x;

Variable names can't be same as keywords

🗙 int void

int StudentNo;