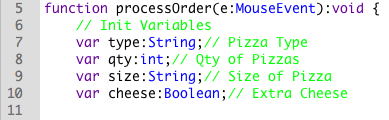
Variables

A variable is a space in memory where data such as numbers and strings are saved under an identifier name.

|  |  |  |
| --- | --- | --- |
| **Identifier type** | **Rules for naming** | **Examples** |
| Classes | Class names should be nouns in Upper[CamelCase](http://en.wikipedia.org/wiki/CamelCase), with the first letter of every word capitalised. Use whole words — avoid acronyms and abbreviations (unless the abbreviation is much more widely used than the long form, such as URL or HTML). | class Raster;  class ImageSprite; |
| Methods | Methods should be verbs in lower[CamelCase](http://en.wikipedia.org/wiki/CamelCase) or a multi-word name that begins with a verb in lowercase; that is, with the first letter lowercase and the first letters of subsequent words in uppercase. | * run(); * runFast();   getBackground(); |
| Variables | Local variables, instance variables, and class variables are also written in lower[CamelCase](http://en.wikipedia.org/wiki/CamelCase). Variable names should not start with underscore (\_) or dollar sign ($) characters, even though both are allowed. This is in contrast to other [coding conventions](http://en.wikipedia.org/wiki/Coding_conventions) that state that underscores should be used to prefix all instance variables.  Variable names should be short yet meaningful. The choice of a variable name should be [mnemonic](http://en.wikipedia.org/wiki/Mnemonic) — that is, designed to indicate to the casual observer the intent of its use. One-character variable names should be avoided except for temporary "throwaway" variables. Common names for temporary variables are i, j, k, m, and n for integers; c, d, and e for characters. | * int i; * char c;   float myWidth; |
| Constants | Constants should be written in uppercase characters separated by underscores. Constant names may also contain digits if appropriate, but not as the first character. | final static int MAX\_PARTICIPANTS = 10; |

Macintosh HD:Users:38559:Desktop:Screen Shot 2014-02-07 at 4.49.47 PM.pngIt is important to declare variables when programming because variables can be modified to suit the needs of a program. Without variables a program would not be much of anything at all.

Set a value to the variable

My variable

Set the type of variable

Name the variable

Declaring the variable