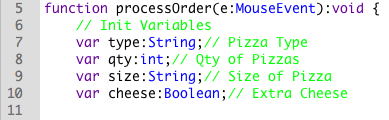
Variables

# Satisfactory

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

It 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.

# Commendable

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Set a value to the variable

Set the type of variable

Name the variable

Declaring the variable

# Exceptional

|  |  |  |
| --- | --- | --- |
| 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; |