Variable:

Variable are container for store data values.

Syntax:

Variable type(data type) + variable name = value;

Example:

int number = 100; here, number is variable or container and store 100(value).

Characteristic of variable:

>> Each variable should be given a unique name (Identifier).

>> variable can be overwritten.

Rule of Variable:

>> Variable names can only consist of letters (both uppercase and lowercase), digits, and underscores(\_).

>> Names cannot contain whitespaces or special characters like !, #, %, etc (except underscore and dollar sign $).

>> No Spaces is allow.

Ex: int var iable =10; (Invalid variable)

float num ber = 20; (invalid)

>> Variable name never start with digit or number.

Ex: int 1var = 10 (invalid variable)

>> Variable name never use keyword like, data type(int ,float, char, double, string, bool), condition statement(for, while, do while).

Ex: int int=20;

float float=3.1416;