**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;