Variable: name, type, value, address, lifetime. Name is chars that identify variable. C99 has no length limit, first 63 are most significant. External limited to 31. Java and C# no limit. *Typically* letters, digits, and underscores. Underscores less popular, **camel case**. PHP uses $ for var names. Ruby uses @. C-family are **case-sensitive**.

**Reserved words** special words in Programming Language, have special purpose. Words like *for, while,* and *void* in C languages.

Addresses are the areas of the machine memory that is reserved for a variable. One variable can be represented by different addresses during different times. L-value is the name of the address since it will be needed. Many addresses can have two or numerous names related to them, this is **aliasing**. It can be confusing, so use sparingly. **Type** determines how the data is stored and the range of values that it may have. **Value** is the contents, since this is stored in the address it is called the **r-value**.

**Binding** is the association between an attribute and an entity. The time that binding occurs is called **binding time**.