**Points to Remember :**

1. Variable stores a single data value that can be changed later.
2. Variables can be defined using **var** keyword. Variables defined without **var** keyword become global variables.
3. Variables must be initialized before using.
4. Multiple variables can be defined in a single line. e.g. var one = 1, two = 2, three = "three";
5. Variables in JavaScript are loosely-typed variables. It can store value of any data type through out it's life time.

**Valid identifier names**

* The first character must be a UnicodeLetter, an underscore (\_), dollar sign ($), or \ UnicodeEscapeSequence
* The rest of the name can be made up of starting character, UnicodeCombiningMark, UnicodeDigit, UnicodeConnectorPunctuation, <ZWNJ>, <ZWJ>
* A variable name cannot contain space character.
* In JavaScript, variables are case sensitive, so emp\_code is different from Emp\_Code.
* We should not use the "reserve words" like alert, var as a variable name.

UnicodeLetter: [Uppercase letter (Lu)](https://codepoints.net/search?gc=Lu), [Lowercase letter (Ll)](https://codepoints.net/search?gc=Ll), [Titlecase letter (Lt)](https://codepoints.net/search?gc=Lt), [Modifier letter (Lm)](https://codepoints.net/search?gc=Lm), [Other letter (Lo)](https://codepoints.net/search?gc=Lo), or [Letter number (Nl)](https://codepoints.net/search?gc=Nl).

UnicodeCombiningMark:  [Non-spacing mark (Mn),](https://codepoints.net/search?gc=Mn) [Spacing combining mark (Mc).](https://codepoints.net/search?gc=Mc)

UnicodeDigit: [Decimal digit number (Nd)](https://codepoints.net/search?gc=Nd), [Connector punctuation (Pc)](https://codepoints.net/search?gc=Pc) .

UnicodeEscapeSequence:are also permitted in an IdentifierName, where they contribute a single character.

**Invalid Variable Name**

* var // var is reserved word.
* 77employee // Initial character is a number.
* Variable%name // % character is not allowed.
* Name&code // & is not allowed.

**Valid Variable Name**

* employee\_77
* Variable\_name
* x
* Name\_code
* name\_code
* \_emp\_name