VARIABLE

* **Variable :→** A variable is a <mark>container that store</mark> a value. This value can can be change during execution of the program.

Example :→

Variable Name
↓

int **Number** = 10;

Data type ↙

Value it store.

* **Rule :→**
→ Not begin with a Number.
→ Variable is case sensitivity
→ Should not be a keyword.
→ White space not allowed
→ Can contain a-z, &_ etc.

RAM

number

subscribe
code sikhe

* **Types of variable.**
• Local Variable. → <mark>inside the body</mark>
• instance variable. → <mark>inside the class but outside</mark>
• Static Variable. → <mark>with Static keyword.</mark>

Public Class A {

Static var ⟶ Static int M = 100;

void Method () {

local var ⟶ int n = 90;

3

Public Static void main (string [] args)

{

instance var → int data = 50;

3

3