



Constants

Constants represent values that cannot be changed. If you declare a constant then there is no way its value changes. The keyword for using constants is **const**.

The naming convention for Constants are similar to that of variables. All characters in a constant name are usually in uppercase.

Constant vs variable

- Constants are declared using the **const** keyword while variables are declared using the **let** keyword.
- A variable declaration can optionally have a data type whereas a constant declaration must specify the data type. This means `const USER_LIMIT=100` will result in an error.
- A variable declared using the **let** keyword is by default immutable. However, you have an option to mutate it using the **mut** keyword. Constants are immutable.
- Constants can be set only to a constant expression and not to the result of a function call or any other value that will be computed at runtime.
- Constants can be declared in any scope, including the global scope, which makes them useful for values that many parts of the code need to know about