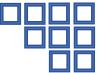## What are variables?

Variables are the names you give to computer memory locations which are used to store values in a computer program.

For example, assume you want to store two values 10 and 20 in your program and at a later stage, you want to use these two values. Let's see how you will do it. Here are the following three simple steps −

- Create variables with appropriate names.
- Store your values in those two variables.
- Retrieve and use the stored values from the variables.

Creating variables

Creating variables is also called declaring variables in Rust programming

Use the let keyword to declare a variable.

```
fn main() {
    let name = "OneTwoCoding";
    let num = 42.5;
    println!("channel name is:{}",company_string);
    println!("Given number is:{}",rating_float);

}
```

The println! takes two arguments −

- A special syntax { }, which is the placeholder
- The variable name or a constant
- The placeholder will be replaced by the variable's value

Syntax

- The data type is optional while declaring a variable in Rust. The data type is inferred from the value assigned to the variable.

- The syntax for declaring a variable is given below.

```
let variable_name = value;         // no type specified
let variable_name:dataType = value;   //type specified
```