



Immutable

By default, variables are immutable. In other words, the variable's value cannot be changed once a value is defined.

Mutable

Variables are immutable by default. Prefix the variable name with mut keyword to make it mutable. The value of a mutable variable can be changed.

```
fn main() {  
    let mut fees:i32 = 25_000;  
    println!("fees is {} ",fees);  
    fees = 35_000;  
    println!("fees changed is {}",fees);  
}
```

Immutable -- cannot change the value.

Mutable – change the value .