Variable Declration in Dart

A variable name is the name assigned to the memory location where the user stores the data and that data can be fetched when required with the help of the variable by calling its variable name. There are various types of variable that are used to store the data. The type which will be used to store data depends upon the type of data to be stored.

Syntax: To declare a variable:

```
type variable_name;
```

Syntax: To declare multiple variables of the same type:

```
type variable1_name, variable2_name, variable3_name, ....variableN_name;
```

Types of Variables

Type of the variable can be among:

1. Static Variable

2. Dynamic Variable

3. Final or const-

Declaring Static Variables

The static variables belong to the class instead of a specific instance. A static variable is common to all instances of a class: this means only a single copy of the static variable is shared among all the instances of a class. The memory allocation for static variables happens only once in the class area at the time of class loading.

Static variables can be declared using the static keyword followed by data type then the variable name

```
Syntax:static [date_type] [variable_name];
```

Dynamic Type Variable in Dart

This is a special variable initialised with keyword **dynamic.** The variable declared with this data type can store implicitly any value during running the program. It is quite similar to **var** datatype in Dart, but the difference between them is the moment you assign the data to variable with var keyword it is replaced with the appropriate data type.

Syntax:

```
dynamic variable_name;
```

Final And Const Keyword in Dart

These keywords are used to define constant variable in Dart i.e. once a variable is defined using these keyword then its value can't be changed in the entire code. These keyword can be used with or without data type name.

1. Final

A final variable can only be set once and it is initialized when accessed.

Syntax for Final:

```
// Without datatype
final variable_name

// With datatype
final data_type  variable_name
```

2. Const

A constant variable is a compile-time constant and its value must be known before the program runs.

Syntax for Const:

```
// Without datatype
const variable_name;

// With datatype
const data_type variable_name;
```