Constant

A constant is used to store factual information, e.g. pi, or information that does not change within the program, e.g. number of students in a class

Syntax
```
final <datatype> <identifier> = <value>;
```

It is a good programming practice to use constants in program where possible. Using constants makes maintenance of the program much easier. If the information is changed, instead of changing all the values within the program, only the constant has to be changed. It is a common practice that a constant name is all uppercase. For example:

```
final double DISCOUNT = 0.1;
```