

Variables

Learn to Code with Ruby

What is a variable?

- A **variable** is a name we assign to an object in our program. A variable is a reference to an object.
- Variables are sometimes called pointers or identifiers because they “point to” or “identify” objects.
- The variable itself is **NOT** an object. It is a placeholder or name for an object.

Variable Assignment

- We assign a value to a variable with the equal sign.
- Ruby interprets the right side of the equal sign first.

```
name = "Boris"
```

```
age = 31
```

```
cost = 3.99 + 4.99
```

Variable Syntax

- Variable names should start with a lowercase letter or underscore (ie., **name**, **age**, **_info**)
- Variable names can only contain letters, numbers, or underscores.
- Variable names cannot contain spaces.
- Variable names are case-sensitive. Avoid using identical variable names with different capitalization.

snake_case Formatting

- If a variable name includes multiple words, separate each word with an underscore (_).
- Developers call this format **snake_case** because it looks like a snake.

my_favorite_holiday

Reserved Keywords

- There are 40+ reserved keywords in Ruby (such as puts and print). **Do NOT use these keywords as variable names.**