

## Local Variable in C++

- A **local variable** is defined, **initial values set** and consumed within a function or method, or block.
- These variables gets life only when the function where the variables exists is executed and gets destroyed automatically when the program control passes to next function.
- The program returns an error if a local variable is referred outside its function or method or block.

### Syntax

- It basically consist of the definition and declaration of the local variable.

### Local Variable Definition

- Local variable definition in C++ involves:
  1. Local Variable Name.
  2. Data Type.
  3. Initial Value.
- **Note:**
  - Initial value can be part of the definition statement or it can be separated statement.
  - Any definition statement should be terminated with a semi-colon otherwise it will result in an error.
  - Multiple variables with the same data type can be clubbed together in a single statement within a function.

### Syntax:

data-type local-variable-name = initial-value;

**int** rate = 400; **char** empname = 'XYZ', option = '1';

rate, empname, option are local variable names.

**int**, **char** are data types.

400, 'XYZ', '1' are initial values.

### Local Variable name

- Certain rules will have to be adhered to in naming a local variable:

Some of them as follow as such:

- Should never start with a numeric characters.
- Should always start with alpha or “\_” underscore.
- It is case sensitive and a name with capital letters and lowercase are considered as two different variables.
- Should never contain spaces, graphics symbols and special characters.
- No duplicated variable names within a function or method or block.

### Data Type

⇒ It specifies the type of data the local variable will hold during the program execution; integer, characters are some familiar types.

- Data types are broadly classified into three groups

Group	Data Types
Built-in	<b>Str</b> (Alphanumeric), <b>Int</b> (Integers). <b>Float</b> (Floating point single precision), <b>Wide char</b> , <b>Boolean</b> (True or False), <b>Void</b> (No value returned)
User-Defined	Enum, Union, Structure.
Derived in Program	Pointer, Function, Array.

## Initial value

Value defined to hold at the beginning of the program execution and it should be same as the data type defined.

## Local Variable Declaration

Definition of a variable w

**Value defined to hold at the beginning of program execution and it should be the same as the data type defined**

