var

***var(Mutable)***

1.We can change the value of the variable assigned as var

fun main(args: Array<String>) {  
 var username: String = "Vinay T Shetty"  
 username = "Vinay"  
 *println*("${username}")  
}

2.Assignement of the Variable later

fun main(args: Array<String>) {  
 var username:String  
 */\*\*  
 \* Assigining Later is valid, only if the type of the variable is mentioned while assigining.Its applicable for local variable only.  
 \*/* username = "Vinay T Shetty"  
 *println*("${username}")  
}

Error case if the datatype is not mentioned.

fun main(args: Array<String>) {  
 var username  
 */\*\*  
 \* Assigining Later is Invalid,if the type is data type is not mentioned  
 \*/* username = "Vinay T Shetty"  
 *println*("${username}")  
}  
*/\*\*  
 \* This variable must either have a type annotation or be initialized  
 \*/*

Instance Variables

1.var variables can be re-assigned.

var *username*: String = "Vinay T Shetty"  
fun main(args: Array<String>) {  
 *username*="Vinay"  
 *println*("${*username*}")  
}

2. Assignment of the variable Later is invalid.Intialization is compulsary for instance variables in case.

var username  
fun main(args: Array<String>) {  
 *username* = "Vinay"  
 *println*("${*username*}")  
}  
  
*/\*\*  
 \* Property must be initialized  
 \*/*