

C# Variables

Variables are containers for storing data values.

In C#, there are different types of variables (defined with different keywords), for example:

- **int** - stores integers (whole numbers), without decimals, such as 123 or -123
- **double** - stores floating point numbers, with decimals, such as 19.99 or -19.99
- **char** - stores single characters, such as 'a' or 'B'. Char values are surrounded by single quotes
- **string** - stores text, such as "Hello World". String values are surrounded by double quotes
- **bool** - stores values with two states: true or false

Declaring (Creating) Variables

To create a variable, you must specify the type and assign it a value:

```
type variableName = value
```

Where type is a C# type (such as int or string), and variableName is the name of the variable (such as x or name). The equal sign is used to assign values to the variable.

To create a variable that should store text, look at the following example:

```
int number = 10;
```

```
Console.WriteLine(number); // Outputs "10"
```

```
string firstName = "John";
```

```
string lastName = " Doe";
```

```
Console.WriteLine(firstName + lastName); // Outputs "John Doe"
```

All types:

```
int myNum = 5;
```

```
double myDoubleNum = 5.99D;
```

```
char myLetter = 'D';
```

```
bool myBool = true;
```

```
string myText = "Hello";
```