# Variables in Dart

* A **variable** is a name of the memory location.

# The Example of Declaring The Variable And Assign Value

**Syntax: -** Datatype variable\_name;

var variable\_name; **Ram**

**a**

**Ex: - int** a;

**var** a = 10;

var

dynamic

* **Rules for defining variables**
* A variable can have alphabets, digits, and underscore.

Ex: - abc, 123, \_

* A variable name can start with the alphabet, and underscore only. It can't start with a digit.

Ex: - a123, \_123 🡨 True

123a 🡨 False

* No whitespace is allowed within the variable name.

Ex: - abc 123 🡨 False

Abc\_123 🡨 True

Thank You