Introduction

Let's take a look at what identifiers are all about.

WE'LL COVER THE FOLLOWING ∧

- What is an Identifier?
- Reason's Approach

What is an Identifier?

In the previous section, we familiarized ourselves with the various data types available to us in ReasonML. However, almost all languages have a way of storing the values from these data types so that they can be used at multiple places in the program.

Values of data types are placed in some storage locations in memory. These storage locations are called variables or identifiers. Variables or identifiers are referred to by their names in the code.

Reason's Approach

Reason has several types of identifiers, each with its own unique behavior. In this section, we'll explore the world of identifiers and learn how to use them in our Reason programs.

The first and most common identifier creation is the `let` binding. Let's check it out in the next lesson.