

# C# Programming

## 1.5 C# Variables

- **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

```
type variableName = value;
```

```
string name = "John";  
Console.WriteLine(name);
```

```
int myNum;  
  
myNum = 15;  
  
Console.WriteLine(myNum);
```

```
int myNum = 5;  
  
double myDoubleNum = 5.99D;  
  
char myLetter = 'D';  
  
bool myBool = true;  
  
string myText = "Hello";
```