Variables :

Variables are containers for storing data values, like numbers and characters.

Create a variable called **myNum** of type int and assign the value **15** to it:

int myNum = 15;

You can also declare a variable without assigning the value, and assign the value later:

// Declare a variable  
int myNum;  
  
// Assign a value to the variable  
myNum = 15;

**Variables Rules:**

* Variable name don’t start variable name with digits.
* Beginning with underscore is valid but not recommended.
* Special character not allowed in the name of variable.
* Blank or White spaces are not allowed.
* Don’t use keywords to name of you variable.

To declare more than one variable of the same type, use a **comma-separated** list:

int x = 5, y = 6, z = 50;  
 printf("%d", x + y + z);

Constants

If you don't want others (or yourself) to change existing variable values, you can use the const keyword.

**const** int BIRTHYEAR = 1980;

#include <stdio.h>

int main() {

const int NUM = 15;

NUM = 10; // in this line it throws an error

printf("%d", NUM);

return 0;

}

**C Identifiers**

C identifiers represent the name in the C program, for example, variables, functions, arrays, structures, unions, labels, etc. An identifier can be composed of letters such as uppercase, lowercase letters, underscore, digits, but the starting letter should be either an alphabet or an underscore.