# Identifiers

* + An **identifier** is a name used to identify a class, variable, function, or any other user-defined item.
    - bool vName = “Chris”;
    - function calcTotal () {};

# Variables

* + A variable represents a numeric or string value or an object of a class. It stores data that can be manipulated in a program. Each variable has a specific type and size that defines what can be stored in it.
    - int x = 1; // x holds the value 1
    - x = 2; // now x holds the value 2

# Constants

* + The **constants** refer to fixed values that the program may not alter during its execution.
  + Constants are defined using the **const** keyword. Syntax for defining a constant is:
    - const <data\_type> <constant\_name> = value;