**Variables**

[Variables](https://developer.mozilla.org/en-US/docs/Glossary/Variable) are containers that you can store values in. You start by declaring a variable with the var keyword, followed by any name you want to call it:

var myVariable;

After declaring a variable, you can give it a value:  
myVariable = 'Bob';

You can do both these operations on the same line if you wish:  
var myVariable = 'Bob';

You can retrieve the value by just calling the variable by name:  
myVariable;

After giving a variable a value, you can later choose to change it:  
var myVariable = 'Bob';  
myVariable = 'Steve';

Note that variables have different [data types](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Data_structures):

| **Variable** | **Explanation** | **Example** |
| --- | --- | --- |
| [**String**](https://developer.mozilla.org/en-US/docs/Glossary/String) | A string of text. To signify that the variable is a string, you should enclose it in quote marks. | var myVariable = 'Bob'; |
| [**Number**](https://developer.mozilla.org/en-US/docs/Glossary/Number) | A number. Numbers don't have quotes around them. | var myVariable = 10; |
| [**Boolean**](https://developer.mozilla.org/en-US/docs/Glossary/Boolean) | A True/False value. The words trueand false are special keywords in JS, and don't need quotes. | var myVariable = true; |
| [**Array**](https://developer.mozilla.org/en-US/docs/Glossary/Array) | A structure that allows you to store multiple values in one single reference. | var myVariable = [1,'Bob','Steve',10]; Refer to each member of the array like this: myVariable[0], myVariable[1], etc. |
| [**Object**](https://developer.mozilla.org/en-US/docs/Glossary/Object) | Basically, anything. Everything in JavaScript is an object, and can be stored in a variable. Keep this in mind as you learn. | var myVariable = document.querySelector('h1'); All of the above examples too. |