**Var v/s Lateinit var**

1. **var:**

It declares a mutable property. You can assign a value to it upon declaration or later in the code, and you can change its value multiple times throughout the program.

Example:

var name: String = "John"

name = "Alice"

1. **lateinit var:**

It declares a property that is initialized at a later point in the code. It's specifically designed for non-null properties that don't have an initial value during object creation but are guaranteed to be initialized before being used.

You must initialize a lateinit variable before accessing it, otherwise, it will throw a `LateInitializationException`.

Example:

lateinit var name: String

fun setup() {

name = "John"

}

fun printName() {

println(name)

}