Variables/ Properties / fields

Definition:

* Variables is container are used to store the data and to access the data at the time of program execution.
* Syntax: dataType vairableName = value;

There is two steps

* If we know value we can do define & initialisation in single line.
* Step 1 define
* DataType vairableName;
* Step 2 initialisation
* VairableName = value;
* We can override data types.

There are four types of variables

* Global variables:
* Instance/Object variables (Non-static fields)
* We need to create variables in class level.
* Means inside the class (Starting or ending) but outside the method.
* For instance variables we are not using keyword static called non static fields.
* To access instance variables we need to create Objects.
* Class variables (Static fields)
* We need to create variables in class level using keyword "Static".
* Syntax: Static datatype vairableName = value;
* No need to create Objects. Directly we can access variables or value at program execution.
* Local Variables:
* If we are creating variables inside methods are called local variables.
* For local variable we can't provide "Static" Keyword.
* We can’t access local variable outside method.
* We created local variables in methods so only in that method we can directly access them.
* Parameters
* In parameters we can declare data type and variables but we can't assign a values inside parameters.
* When we call that method inside main method than we can assign a value.
* We can initialisation inside the method also.

Naming convention:

* Variables are case sensitive.
* If variable is single word it should be lower case.
* Eg.name
* If variable is two word, first word is lower case and second word first letter should be upper case.
* Eg.firstName
* In java we have some key words, those keywords we should not use like variable name.