

Variables:

- Variable is a name of the memory location in program
- The purpose of variable is to represent the data.
- Data means a collection of facts, Facts means it can be alphabets, numbers, alphanumeric and symbols
- Variable refers to a value.
- Variable holds data.
- Every variable has its own properties, it can contain,
 - Type
 - Value
 - Scope
 - Location
 - Life time

Creating variable :

- To create a variable, we need to specify two things,
 - The name of the variable
 - Assign a value to name of the variable, this value also called as literal or constant

Multiple variables in single line :

- We can assign multiple variables to multiple values in single line
- While defining there should be same number on the left and right-hand sides. Otherwise we will get error
- `a, b, c = 1, 2, 3`

Single value for multiple variables :

- We can assign a single value to multiple variables simultaneously.
- `a = b = c = 1`

Variable re-initialization :

- We can reinitialize variable values
- In variable re-initialization old values will be replaced or overridden with new values.

Types Of Variable:

- In function we have two types of variables
 - Global variables
 - Local variables
- In OOPS we have three types of variables,
 - Instance variables
 - Static variables
 - Local variables