

# ✓ VARIABLES

## ^ VARIABLE

- Used for store data's
  - To create: `let <name>;` → declare a variable.
  - To put data's there use the assignment operation
- = → `<name> = 'Hello';`
- Can do it in one line → `var message = "Hello";`



## ^ Variable naming

- Camel case

## ^ Constants

- Constants → unchanging variables
  - Named using capital letters and `_`.
- ↳ For HAND CODED.