

Variables

Variables are nothing but reserved memory location to store values.

To understand easily assume variable are like lockers or box which can store some values in it.

Depending upon the item you keep inside it the storage space is allotted in the computer.

The conditions for the variable names are

- It can be only one word
- It can use letters, numbers and underscore (_)
- It can't start with a number

Best Practice of the variable names are `itemPrice`, `item_price`, `mark1`

For assigning values to it you need to write the variable name equal to the value like `var = 12`.

Types of Data types are integer (12) , float (10.0) and string('Hello world').

You can assign any type of data type to it.

```
name = 'John'
```

```
age = 12
```

```
mark = 98.25
```