Variables

- ➔ Variable is a container or a placeholder which is used to store a single value.
- ➔ Variable is a named memory location that is used to contain a value.
- ➔ We have two types of variables , they are:-

1) Based on Types Variables are of two types:-

a) Primitive Variables b) Non -Primitive Variables

2) Based on Scope Variables are of three types:-

a) Local variable b) Static variable c) Non static variable/instance variable

1) Based on Types :-

a) Primitive Variables

- The variables which is used to store a primitive value is known as primitive variable, such as number, boolean,character.
- We can create primitive variable with the help of primitive data type.

Syntax to create primitive variable:-

PrimitiveDataType identifier1, identifer2……;

Example:-

int a; —--------->primitive variable of int type

boolean b; —---------->primitive variable of boolean type

b) Non-Primitive Variables

- The variable which is used to store a reference is known as Non primitive variable.
- It is also known as reference variable.

  Syntax to create a non primitive variable:-

  NonPrimitiveDataType identifier1, identifier2,....;

  Example:-

  String str=new String();

2) Based on Scope:-

a) Local variable;-

- The variable declared inside a method block or any other block except class block is known as local variable.
- We can’t use local variable without initialization if we try to use local variable without initialization then we will get compile time error.
- Local variable will not be initialized with default values.
- The scope of the local variable is nested inside the block where it is declared, hence, it can’t be used outside the block.