Constants

A constant, or a compile-time constant, is a value whose internals do not change during the entire execution of the program. An example of a constant value in Dart is the value "1", or a constant instance of a class called Person whose first name is "Foo" and last name is "Bar". Those values will not change for the entire lifetime of the program. They can however be changed before compiling the project.

Further reading:

- Dart final and const - dart.dev
- Compile-time constants and variables - Newbedev
- Constants and Variables - Rebus
- Constant (computer programming) - Wikipedia
- Constants in Programming Language - Toppr

Examples

```
1  /*
2  foo in this example is a compile-time constant
3  meaning that its value cannot be changed after
4  it has been assigned to.
5  */
6  const foo = 'Foo';
7  /*
8  so this code is invalid because
9  foo is a compile-time constant
10 */
11 foo = foo + 'Bar'; // this will not compile
```