Variables

A variable is a named piece of information with a data type, that contains data in the memory, be it in the stack or in the heap. Variables usually have a name and a data type and they either contain a value or not (optionality). There are naming conventions for variables and other rules as to what data they can be assigned to based on their data types.

More info:

- [Dart Programming - Variables - Tutorialspoint](#)
- [Dart Variables - W3Schools](#)
- [Variables and types in Dart - Suragch](#)
- [Dart - Variables - GeeksforGeeks](#)
- [Dart Variables - TutorialKart](#)

Examples

```
1  /*
2  below are all examples of variables whose value can
3  be changed at compile and run time
4  */
5  var foo = 10;
6  foo = foo + 1; // add 1 to foo
7
8  var bar = 'Bar';
9  bar *= 2; // Bar becomes BarBar now
10
11 var baz = 1.2;
12 baz = baz + 3; // baz is now 4.2
```