

Rules for variables

- The variable name that we are giving should define the value . It will be readable and understandable by others too .
- We should not give any name to the variable

```
a= 10
b = 12.5
c= ' John '
```

- it should be understandable by other programmers too

```
roll_no = 10
price = 12.5
cust_name= ' John ' #we can separate by _ (underscore )
```

This look better than the previous one

- Here are some rules for variables

1) Name can contain alpha-numeric char and underscore :

The variable name should contain alphabets , numbers for example

x1 = 10 ✓

Here we used alphabet and number as a variable name

address1 ✓

address#1 ✗

address-1 ✗

2) Name should start with a letter or underscore character

x2= 10 ✓

_x = 10 ✓

1x = 10 ✗

3) keywords should not be used

Identifiers : this are the words given by the programmer . It is use for identifying something that is define by the programmer

price = 12.5

Variable name is the identifiers , function name and also class name is the identifier , module name

Keywords : it is predefined inside the language those are called keywords or reserved words

while = 10 ✗

pass = 20 ✗

4) variables are case sensitive

a = 10

$$A = 10$$

This both are not same