Study Guide - Variables

Four properties of a variable:

Type - Name - Value - Scope

Types and Values

- int
    - Whole numbers only, 1, 10, -5, etc.
- string
    - null, "", or any "String of characters"
- bool
    - true or false only
- And many, many more!

Naming

- Letters (A-Z or a-z), numbers (0-9), underscore (_)
- Cannot start with a number
- **camelCase** naming convention
    - First letter is lowercase, every word after the first word starts with uppercase letter.
- For example: score, total, playerName, totalLoanAmount

Scope

- Line where variable is declared (created) until the closing brace (}) where it was created.
- Example:

```
1 private void DisplayArea()
2 {
3      int width;
4      int height;
5      width = 40;
6      height = 50;
7      int area = width * height;
8      textBlockAreaDisplay.Text = Convert.toString(area);
9 }
```