

Variable

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A **Variable** is a symbolic name given to an unknown quantity that permits the name to be used independent of the information it represents. Variables are associated with data storage locations, and values of a variable are normally changed during the course of program execution. Variables represent all kinds of data, including booleans, names, integers, arrays, pictures, sounds, scalars, strings, or any object or class of objects depending on the programming language that supports them. The symbolic names of variables are replaced with the actual data location by compilers and interpreters. Data in locations changes during execution, while locations and names are fixed.

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