

2.2.1 CREATE CONSTANT Command

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Purpose

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A **Constant** is a symbolic name that captures a value does not change while a program is running and is usually used for capturing initialization or site specific parameters. Constants are in contrast with variables, which are symbols represent different values that can change during the execution of program.

A constant can be a:

- **number** such as 25, 3.6, 3.14, etc.
- **character** such as the character 'a', '\$', '_', etc.
- **text string** such as "Bitcoin", "Hyperledger", "Medical Records", etc.

Syntax

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```
CREATE CONSTANT <ConstantName> AS <SimpleExpression>;
```

Where

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- **ConstantName** ::= textual name associated with the Constant
- **SimpleExpression** ::= NumericConstant | CharacterConstant | StringConstant

Examples

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[| Examples of Defining Constants in DidoLL](#)

```
CREATE CONSTANT PRECISION      AS 2
CREATE CONSTANT Version        AS 3.5.1
```

```
CREATE CONSTANT Currency_Symbol AS '$'  
CREATE CONSTANT Currency_Name   AS "My Coin"
```

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Last update: **2021/04/05 21:35**

