

5.1 Constants

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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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```
DEFINE 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](#)

```
DEFINE CONSTANT PRECISION      AS 2
DEFINE CONSTANT Version        AS 3.5.1
```

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

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