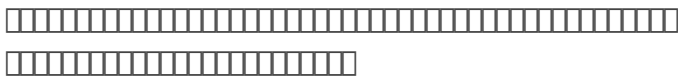


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C#	内存
<pre>string firstName = "张三"; string lastName = "李四"; string fullName = lastName + " " + firstName;</pre>	

????????????????????var?

```
int counter = 0;
float height = 1.70f;
string name = "Player 1";
```

```
var counter = 0;
```

```
int
```

```
var counter = 0; // 0 存储在 counter 的 int 内存
var height = 1.70f; // 1.70f 存储在 height 的 float 内存
var name = "Player 1"; // "Player 1" 存储在 name 的 string 内存
var isGameOver = false; // false 存储在 isGameOver 的 bool 内存
```

```
var counter = 0;
```

Q. `var counter;`

A. `编译错误`

Q. `var counter = 0;`

A. `编译成功` `var counter;`

- `编译成功`

```
var number = 10; // OK!
var number; // NG
```

- `编译成功` `*编译成功`
- `编译成功` `*编译成功`

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