



Constants

A constant is a variable with a value that cannot be changed in the script. Such a value must therefore be assigned at the same time as the constant is created. PHP provides two methods for creating constants: the `const` modifier and the `define` function.

Const

The `const` modifier is used to create class constants. Unlike regular properties, class constants do not have an access level specified, as they are always publicly visible. They also do not use the dollar sign parser token (`$`). The naming convention for constants is all-uppercase, with underscores separating each word.

```
class MyCircle
{
    const PI = 3.14;
}
```

Constants must be assigned a value when they are created. Like static properties, a constant may only be initialized with a constant value and not with an expression. Class constants are referenced in the same way as static properties, except that they do not use the dollar sign.

```
echo MyCircle::PI; // "3.14"
```

The `const` modifier may not be applied to local variables or parameters. However, as of PHP 5.3 `const` can be used to create global constants. Such a constant is defined in the global scope and can be accessed anywhere in the script.

```
const PI = 3.14;
echo PI; // "3.14"
```

Define

The `define` function can create both global and local constants, but not class constants. The first argument to this function is the constant's name and the second is its value.

```
define('DEBUG', 1);
```

Just as constants created with `const`, `define` constants are used without the dollar sign and their value cannot be modified.

```
echo DEBUG; // "1"
```

Like constants created with `const`, the value for `define` may be any scalar data type: integer, float, string or bool. However, unlike `const` the `define` function allows an expression to be used in the assignment, such as a variable or the result of a mathematical expression.

```
define('ONE', 1); // 1
define('TWO', ONE+1); // 2
```

Constants are case-sensitive by default. However, the `define` function takes a third optional argument which may be set to `true` to create a case-insensitive constant.

```
define('DEBUG', 1, true);
echo debug; // "1"
```

To check whether a constant already exists the `defined` function can be used. This function works both for constants created with `const` and `define`.

```
if (!defined('PI'))
    define('PI', 3.14);
```

Const and define

The `const` modifier creates a compile-time constant and so the compiler will replace all usage of the constant with its value. In contrast, `define` creates a run-time constant which is not set until run-time. This is the reason why `define` constants may be assigned with expressional values, whereas `const` requires constant values which are known at compile-time.

```
const PI = 3.14; // compile-time constant
define('BIT_2', 1 << 2); // run-time constant
```

Only `const` may be used for class constants and only `define` for local constants. However, when creating global constants both `const` and `define` are allowed. In these circumstances using `const` is generally preferable. Because `const` is a language construct it reads better than `define` which is a function. Compile-time constants are also slightly

faster than run-time constants. The only exception is when the constant is conditionally defined, or an expressional value is required, in which case `define` must be used.

Constant guideline

In general, it is a good idea to create constants instead of variables if their values do not need to be changed. This ensures that the variables will not be changed anywhere in the script by mistake, which in turn helps to prevent bugs.

Magic constants

PHP provides eight predefined constants. These are called magic constants as their values change depending on where they are used.

Name	Description
<code>__LINE__</code>	Current line number of the file.
<code>__FILE__</code>	Full path and filename of the file.
<code>__DIR__</code>	Directory of the file.
<code>__FUNCTION__</code>	Function name.
<code>__CLASS__</code>	Class name including namespace.
<code>__TRAIT__</code>	Trait name including namespace.
<code>__METHOD__</code>	Class method name.
<code>__NAMESPACE__</code>	Current namespace.

Magic constants are especially useful for debugging purposes. For example, the value of `__LINE__` depends on the line on which it appears in the script.

```
if(!isset($var))
{
    echo '$var not set on line ' . __LINE__;
}
```