

Variable

A variable is a value (number or text) that can be stored and changed by the program.



Variables are like boxes



Variables are like boxes. Information can be stored inside. You can look into the box to see what is inside. You can add things to a box. You can take things out of a box.

Variables are different to boxes. Boxes can hold a mix of anything. Variables hold only one type of information, either numbers or strings.

Numbers (whole number called *integers*)
(decimal fractions or negative numbers called *floats*) **8, 4.3, -25**

Strings (numbers, letters and symbols)

I am 10. String Example

More than once

A value stored in a variable can be used once or many times in a program.



Changed by maths operations

A number stored in a variable can be changed by maths operations such as add or multiply.

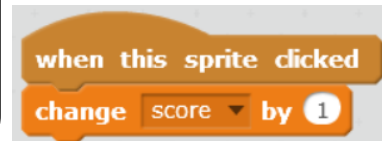
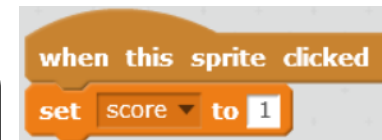


Set or change a variable?

score 6

Set replaces the last value.

Change keeps the last value and builds on it.



If score started at 6 set score to 1 would change score to 1.
Change score by 1 would change score to 7.