

Variable Cheat Sheet Number Edition



Facts	Whiteboard example	Algorithm examples		Code examples
If you want to store a number and use it again you need to assign it to a variable.		Assign 0 to score Assign 0 to the variable called score Assign 0 to var score Make variable score same as 0 Make score = 0		Scratch 2.0 Scratch 3 Python example <code>score=0</code>
You can change a number value in a variable by adding, subtracting, multiplying or dividing by a number.		Add three to variable called score +3 to score Subtract 3 from score variable Multiply score by 3 Divide var score by 2 X score variable by 3 / score by 2		Add 3 ⁽¹⁾ Subtract 3 Divide by 2 Multiply by 3 Python example <code>score = score +3</code>
You can add, subtract, multiply or divide variables and put the new total in another variable. <i>(stick to one operation per line if you don't know the order of operations)</i>		$num1 + num2 = total$ $total = num1 + num2$ Add num1 to num2 and put result in total $num1 \times num2 = total$ Divide num1 by num2 and put into total		Multiply Subtract Python example <code>total = num1 + num2</code>
At the beginning of an algorithm or program initialise the variables by assigning values.		Assign 0 to score Assign 0 to num1 Assign 0 to num2	Assign 0 to total Make score 0 <code>score = 0</code> <code>num1 = 0</code>	Initialising two variables
A variable with a number assigned can replace any number in your algorithm or program.		Walk num1 steps Turn right num2 degrees Jump num1 times Wait for total seconds		
A user can input a number into a variable on your algorithm or program.		Ask the user what their favourite number is and put their answer into a variable called fav_num		

/ is used on a computer for divide. * is used on a computer for multiply.

⁽¹⁾ You can also add and subtract like this

