

# Variable

A variable can only store one value at a time – a number or a string.



## Variables are like whiteboards

**Variables are like whiteboards.** Data can be assigned to a board. Data can be changed on a whiteboard.

**Variables are different to whiteboards.** Whiteboards can hold a mix of anything. Variables hold only one type of data, either numbers, strings or true false.

**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?



**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.