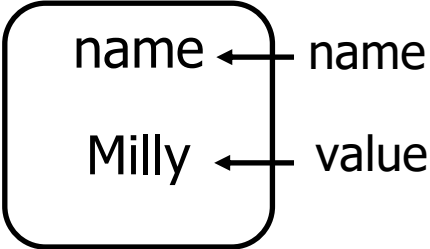

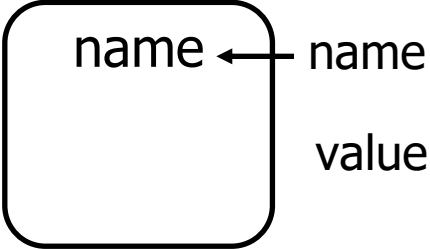





Variable Cheat Sheet Text Edition



Facts	Whiteboard Examples	Algorithm Examples	Code Examples
<p>If you want to store text, you need to assign it to a variable. At the beginning of each program you need to initialise the variable by giving it a starting value.</p>		<p>Assign Fred to name Assign Milly to name variable Assign Pike to var fish Make var name same as Jade Make country = Spain Assign Rob to name var Assign Italy to county var</p>	
<p>You can initialise a text variable with nothing assigned.</p>		<p>Assign NULL to name Assign to name Assign BLANK to name</p>	
<p>You can change a text value by assigning a new value. The old value will be lost.</p>	<p>Write in a new value on the whiteboard</p>	<p>Assign Bob to name Assign France to country var Assign Pike to fish var</p>	
<p>If you want to show what has been assigned to a variable you can say it, print it or show it on screen.</p>	<p>Read out loud what value has been written on the whiteboard.</p>	<p>Say Hello name Show the name on the screen Say country Say fish variable</p>	
<p>A user can input text into a variable on your algorithm or program.</p>	<p>Assign a value to the whiteboard by asking a user what value to write on.</p>	<p>Ask the user what their favourite fish is and assign their answer to the variable called fish</p>	