

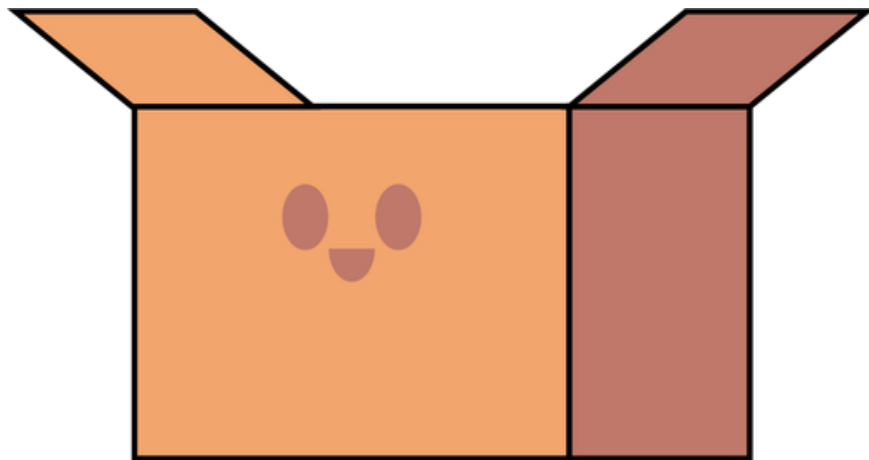


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Basic Coding Course

“Variable”





A **variable** is a container which stores information that can be changed.



The scoreboard is a container that stores scores in a match.

Happy Team		Creative Team	
0	6	1	0

A simple name helps to ensure the variable can work properly.

Happy Team		Creative Team	
0	6	1	0

For instance, name the two teams as “Happy” and “Creative” .



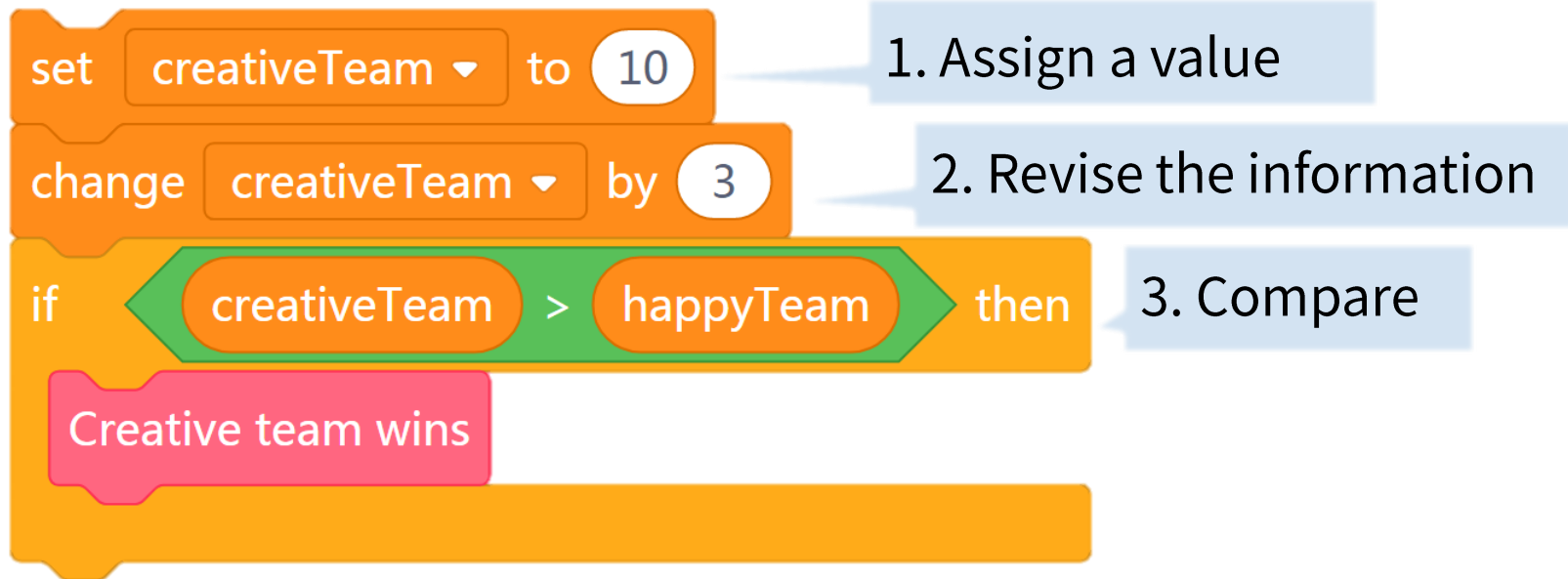
Happy Team		Creative Team	
0	6	1	0

The scoreboard stores the points of each team.



Happy Team		Creative Team	
0	6	1	3

The team Creative has a three-point shot so the value of the variable will be replaced with a new one.



Three features of a Variable

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