

Topic 1: Using Variables to Store Information

Chapter 3: Programming with Variables and Loops (Advanced) · Topic 1

Key Concept

Variables let us store information, like a name or a score, giving it a label we can use throughout our program.

We can assign a value to a variable, like `score = 0`, and later change it, like `score = score + 10`.

Variables can hold different types of data, like numbers, text (strings), or true/false values (booleans).

Using variables makes programs flexible and reusable, since we can change stored values instead of rewriting the whole program.

Quick Revision Notes

- A variable is a named storage location.
- It holds a value that can change.
- We assign values, like `score = 0`.
- We can update them, like `score = score + 10`.
- Variables hold numbers, text or true/false values.
- These are called data types.
- Variables make programs flexible.
- They avoid needing to rewrite the whole program.

Practice Questions

- 1 Create a variable and assign it a value (on paper or in code).
- 2 Discuss how a variable's value can change.
- 3 Give an example of a text (string) variable.
- 4 Give an example of a number variable.
- 5 Explain why variables make programs flexible.
- 6 Create a simple program idea using two variables.