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Variables

This assignment is all about variables. Variables are basically boxes. They are basically containers that you can put information in and then access later and change easily to change the entire code to the way you want. They cannot start with numbers and it is case sensitive like everything in C#.

So you set a var, then equal it to what you want the variable to equal to. Then when you type the variable in you code, then what it is equal to will be put all throughout the code so you do not have to type any hard numbers.