

int xj int x1; int x2... int x134 000 000; Variables

- a they must start with a letter or an underscore ____
- they must be descriptive X3 X5

Assignment

given a number that

is in the range 5 to 95

subtract that number

from a number in the

range of 35 to 75

variable
can contain numbers
can not contain spaces
a b : a-b >=0

int Range 5 to 95;

int Range 5 to 95 ; // dufine
Range 5 to 95 = 22; // assign
int Range 35 to 75 = 63 ; // dufine assign

defining

Size of memory address

variable name;

reference
to memory address
you use in your
language

once defined until value has
been assigned the variable
hold "junk values"

"zero out that value"