**Lesson 9: Variables**

In programming, there are things called variables. They store information for you. Try this out:

x = 0;

draw (x, 0, orange);

draw (x, 1, orange);

draw (x, 2, orange);

draw (x, 3, orange);

draw (x, 4, orange);

Did it draw a line on the side of the screen?

Now change the top line to x = 3; and run the program again and see what happens!