Problem solving tools so far...

Variables

- allocate space to remember something
- examples:

```
int x; // x can hold an integer
char c; // c can hold a character...
```

(int & char are datatypes)

Assignment

- copy contents of one variable to another:
- examples:

```
x = y; // now x also contains y's value
```

can also assign using literal expressions:

```
int x = 7; // 7 is literally 7.
char c = 'A'; // use single quotes for a single character.
```

⊗ Note: usually LHS = RHS should have the same datatype (some exceptions)

~~'A' = c;~~ // can't assign to literals!!

Flow of Control (if/while)

example:
```
if (x < 7) {
    cout << "less than seven";
}
```

Q: what is the data type of (x < 7)?

A: bool (for Boolean)

Today: a closer look at datatypes.