# Variables

## Lesson 2 – Intermediate Coding Using MakeCode

1. What is a variable?
2. What are the 4 types of variables?
3. Match the following:

|  |  |
| --- | --- |
| 1. Number Variable | Variables that can hold a value that is made up of characters. |
| 1. Text Variable | Variables that hold 3 numbers that define a specific location in the Minecraft world using an X, Y, and Z coordinate system. |
| 1. Boolean Variable | Variables that can be used to hold a value that is numeric. |
| 1. Position Variable | Variables that can only be one of two values, such as true or false. |
|  |  |

1. In Minecraft, the coordinate system uses X, Y, and Z coordinates.

X is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Y is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Z is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. When we give the variable a name - it is important that this name is:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Describe the difference between relative and world positions.
2. Reflection: Why are variables an important part of coding?