1. Create a variable called myName (hint: what type should it be?). Set the value equal to your name. Print myName.
2. Create a variable called myAge (hint: what type?). Set the value equal to your age. Print myAge.
3. Create a variable called iAmInHighSchool and set the value equal to true if you are in high school, or false if you are not in high school. (hint: what type should the variable be?).
4. Create a variable called numberOfPets. Set the value equal to the number of pets you have. Print numberOfPets.
5. Create a variable called iHaveSiblings and set the value equal to true if you have siblings or false if you do not have siblings.
6. Create a variable called favoriteLetter and set the value equal to your favorite letter. Print favoriteLetter.
7. Create a variable called spiritVegetable and set the value equal to your spirit vegetable. Print spiritVegetable.
8. Create a variable called iDTechIsCool and set the value equal to the sentence “iD Tech is Cool!!!”. Print iDTechIsCool.
9. Create a variable called favoriteSymbol and set the value equal to your favorite symbol (e.g. !,@,#,>,…). Print favoriteSymbol.
10. Create a variable called favoriteInstructor and set the value equal to your favorite instructor or director (choices: Athena (!!), Techno, Steps, Gemini, Awesome, Morty, or Steps). Print favoriteInstructor.
11. Print a sentence that uses some or all of these variables, without putting the values into the string. For example**, cout << “My name is ” << myName << “.” << endl;** not

**cout << “My name is Athena.” << endl;**

1. Create a variable called yourName and load the value with the input of the user. Print a sentence that tells the user their name.
2. Create a variable called yourAge and load the value with the input of the user. Print a sentence that tells the user their age.