

Lab 1.3.6.1 Variables: part 1

Objectives

Familiarize the student with:

- Fixing errors in a program
- Variable names
- Integer numbers
- Printing on screen

Scenario

Check the program below. Find all possible compilation errors and logic errors. Fix them. Your version of the program must print the same result as the expected output. Before you use your compiler, try to find the errors only by manual code analysis.

If you want to improve the variable names, then do so, but remember that variable names have to be as descriptive as possible, and also as short as possible.

```
#include <stdio.h>

int main()
{
    int simpleVariable = 10;
    printf("The value of ten is: %d \n", otherVariable);
    return 0;
}
```

Example output

The value of ten is: 10