

- 1) Variables: Variables are ways of referencing pieces of information. What makes variables different from values is that they are not constant. Variables can change. For example your mood is a variable. It changes often!
- 2) Strings: Strings are a series of characters attached together like a linked list. They can be used to contain and encode information.
- 3) Functions: A function is the relationship between two things, the arguments and the return. The arguments are what you put into the relationship (function), the return is made based on what you do once you're in the relationship(function).
- 4) If statements are little flags that give a signal to the program whenever it detects a certain condition.
- 5) Boolean values: these are the true/false yes/no. Since they are binary in nature they can be used like switches to construct certain systems for certain situations