Lesson 4

Feynman Writing Prompts:

* Variables

In the world of computer programming a variable is a more user-friendly way to reference a location in the computer’s RAM that stores data. By using variables, computer programs don’t have to know the actual memory address where to store or retrieve data during program execution.

* Strings
* Functions (arguments, return)
* if statements
* Boolean values (true, false)
* for
* &&, ||, !