Syntax Guide 2.0

Strings (All programming languages have strings)

A string is a type in many programming languages that is simply a sequence of characters.

```
"Anything within quotation marks is a string"
```

We can add 2 or more strings together to just stick them to each other, like this:

```
"Anything within quotation marks is a string" + "!!!"
```

Printing (All programming languages have some way to print)

To print a string to the screen.

```
print("Anything within quotation marks is a string" + "!!!")
```

Input (Most programming languages have some way to print)

To get input from the user by telling the program to wait until the user types something to the screen and presses enter.

```
input("Please type something to the screen: ")
```

Variables (Most programming languages use variables)

Variables are a way to store values in our program, to use or change later in the program.
Variables can be strings, ints, or even other objects that we'll see later on.

```
x = 3
name = "Claire"
print(name + " is " + x + " years old :o")
```