Review Sheet – Variables

Summarising the lessons from the Variables Tutorial:

Definition

Variables are containers that store information such as numbers or text that you can use throughout your code projects.

What do we use them for

We use them to keep track of things such as a players score or health. Manipulting variables in interesting ways is a large part of making games.

Types of variables

Variable Type	Description
int	Integer, or whole number. Cannot have a decimal value.
float	Floating point number. A number that can have decimal values.
double	Similar to a float: it stores numbers with decimal values, but can have a higher number of decimal values
boolean	True or false
string	A variable that stores text
char	A variable that stores a single character of text, ie **'A'** or **'a'** or **'1'**

Using Variables

To declare a variable, state the **type** of variable, then the **name** of the variable:
int score;

When you declare a variable, you can also give it an initial value, which is called initialising:
int score = 0;

To modify a variable after you have created it, simply call it's name, then say what value you want it to become:
score = 10;

Print variables to the **Console** with **Console.Write()** or **Console.WriteLine()**
Console.Write("Your score is " + score);

Console.WriteLine() will automatically write on a new line.