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DGM 1600

**What is a variable?**

*A variable is a “box” or “container” to store data to be used later.*

**Describe declaration and initialization:**

*Declaration: To declare a variables type and name.*

*Initialization: Gives a variable a value.*

*Example:*

*Declaration Initialization*

*float sugarCookies = 13;*

**What are two types of variables?**

*-Strings*

*-Integers*