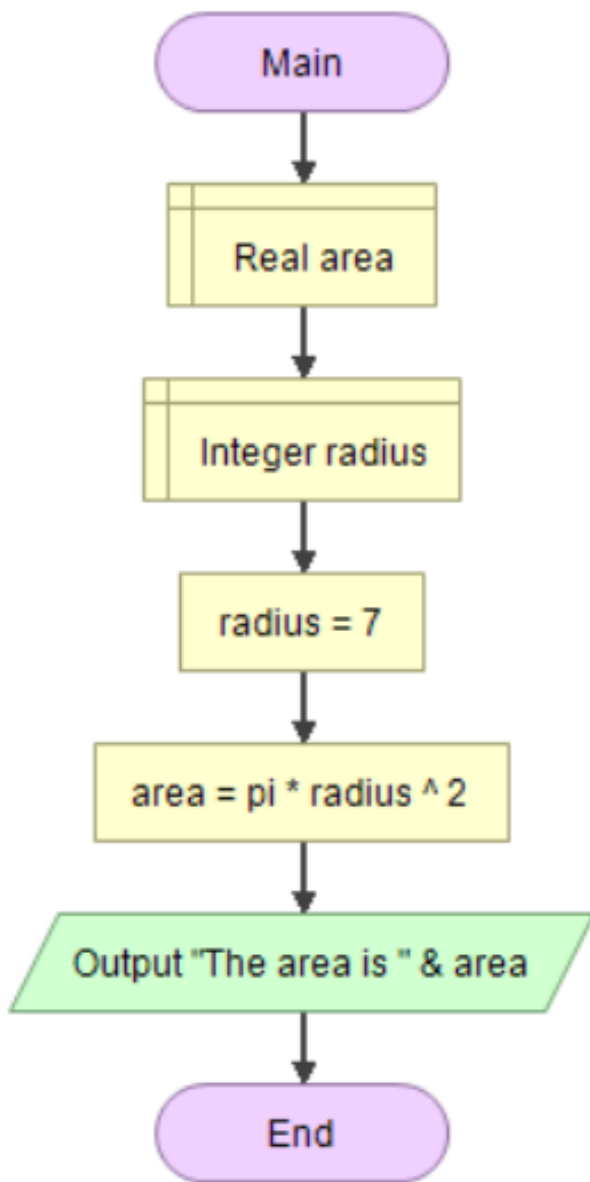


# NAME BINDING

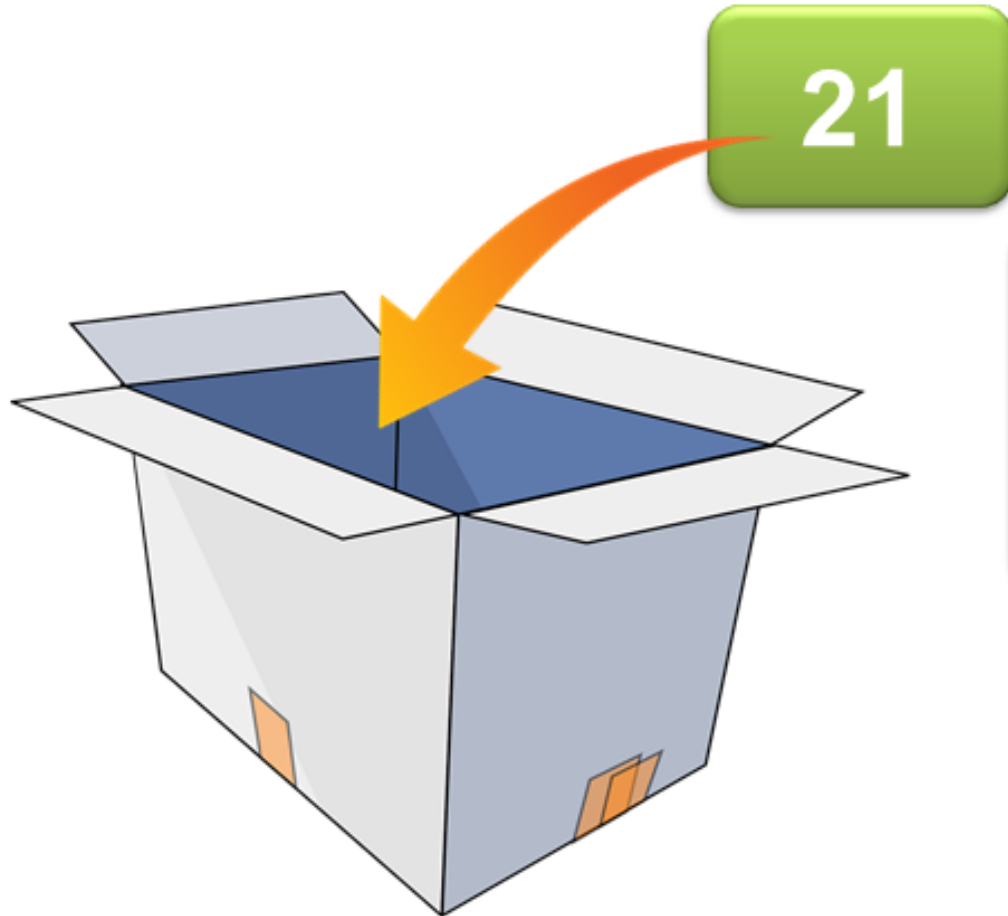
# A Simple Algorithm



Observe the names used  
in the algorithm

# Names aka Variables

<https://www.atnyla.com/library/java/variables-in-java/variable-in-java/>



We can think that variable is one type of Container where we can store some element

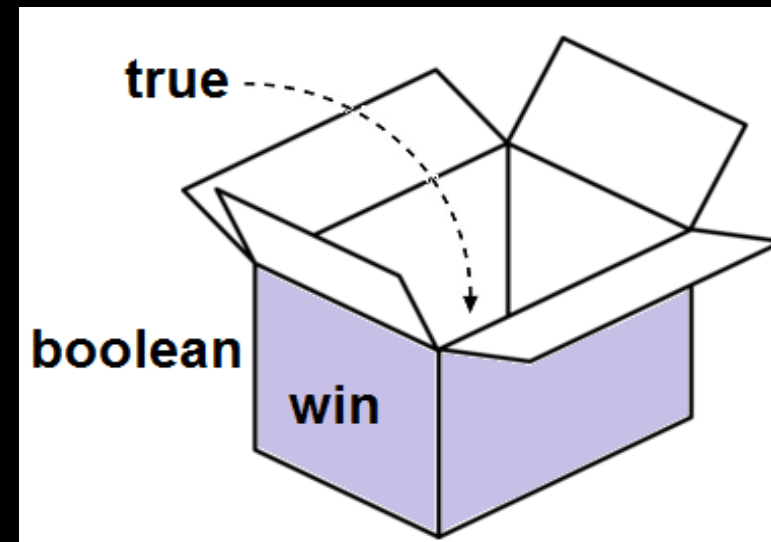
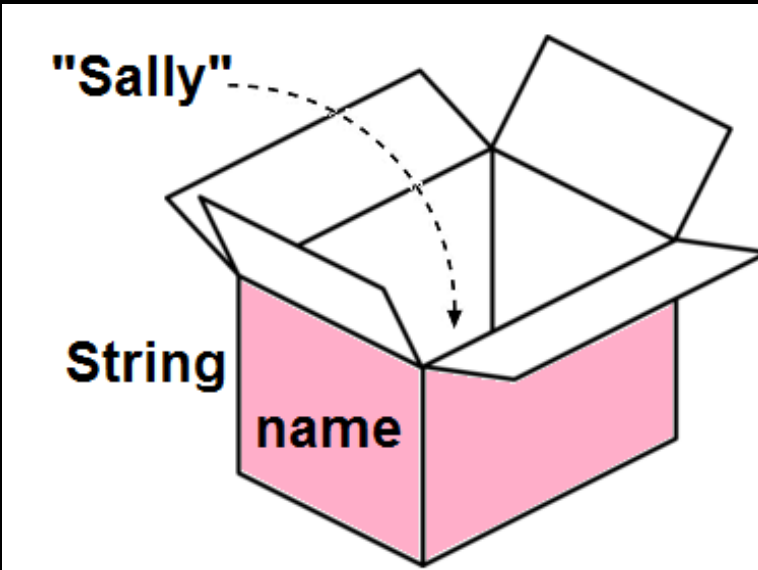
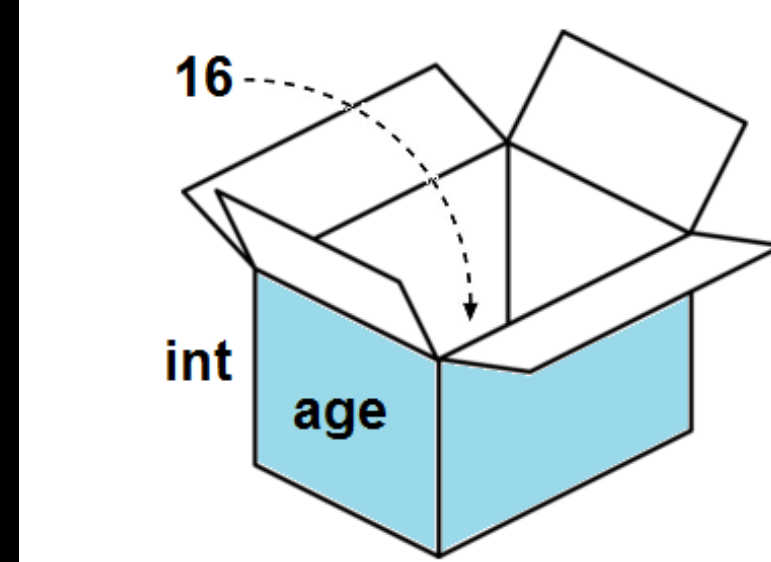
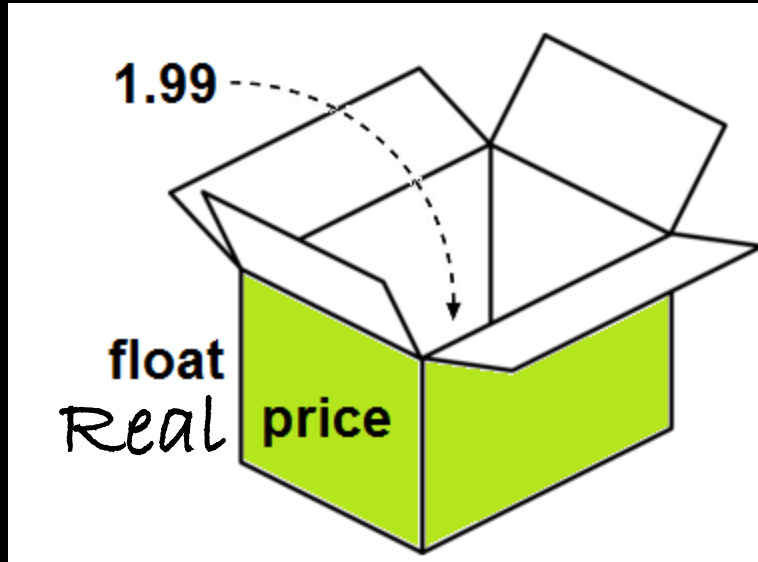
```
int age = 21 ;
```

`int` = which type of element we can store

`age` = name of the container box

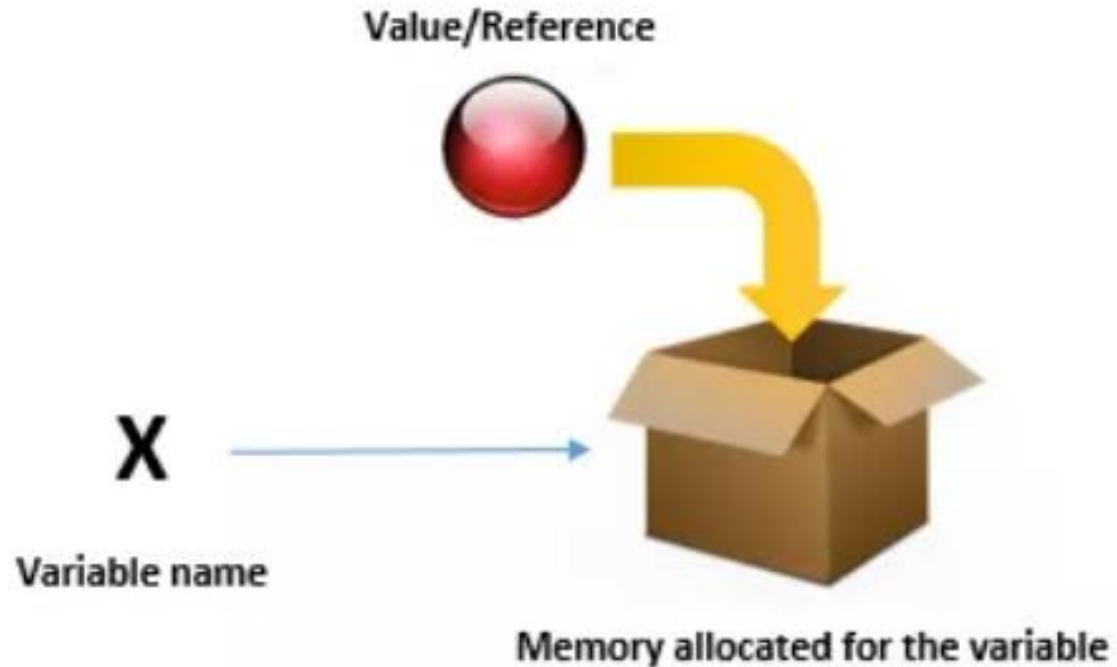
`21` = type of element  
value also!!

# Variable Types



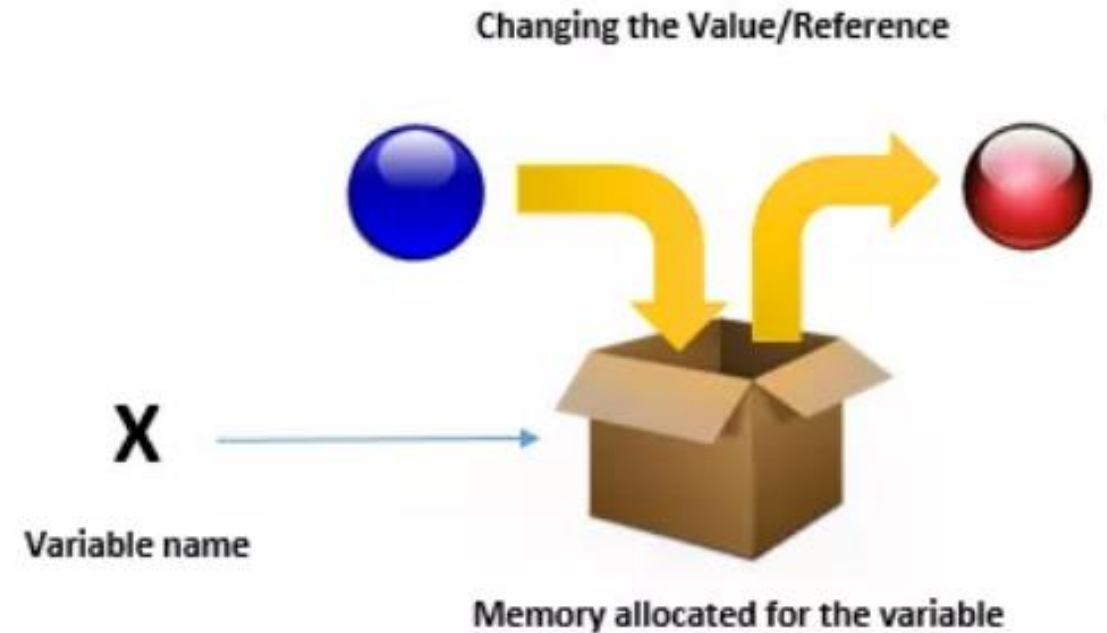
# Variable State

x = red

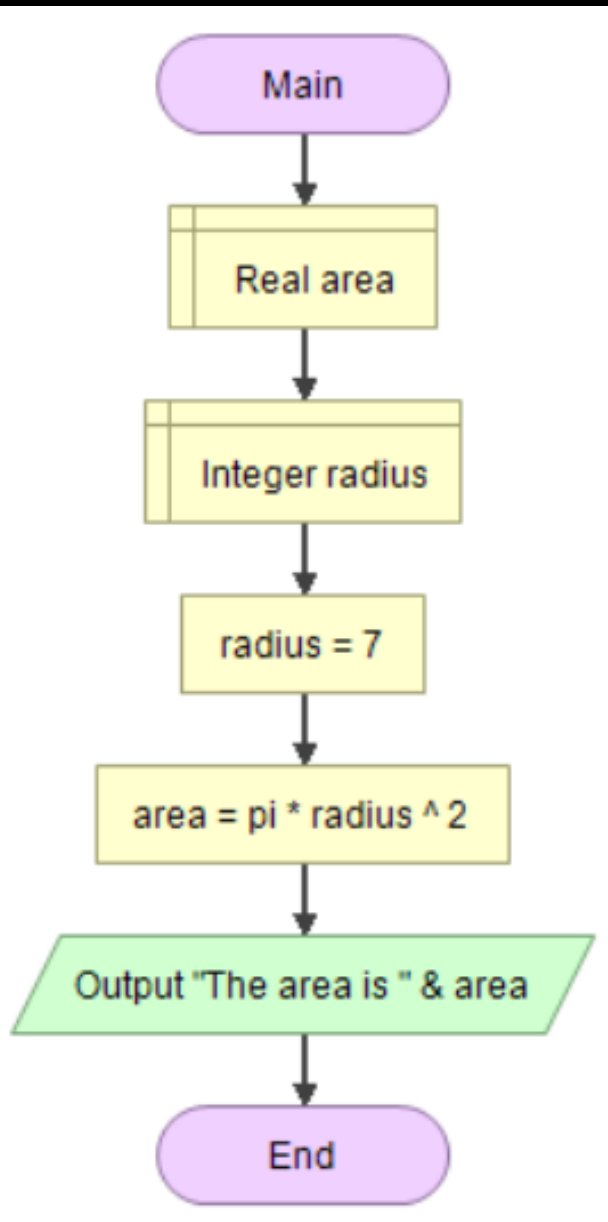


Now setting the new value;

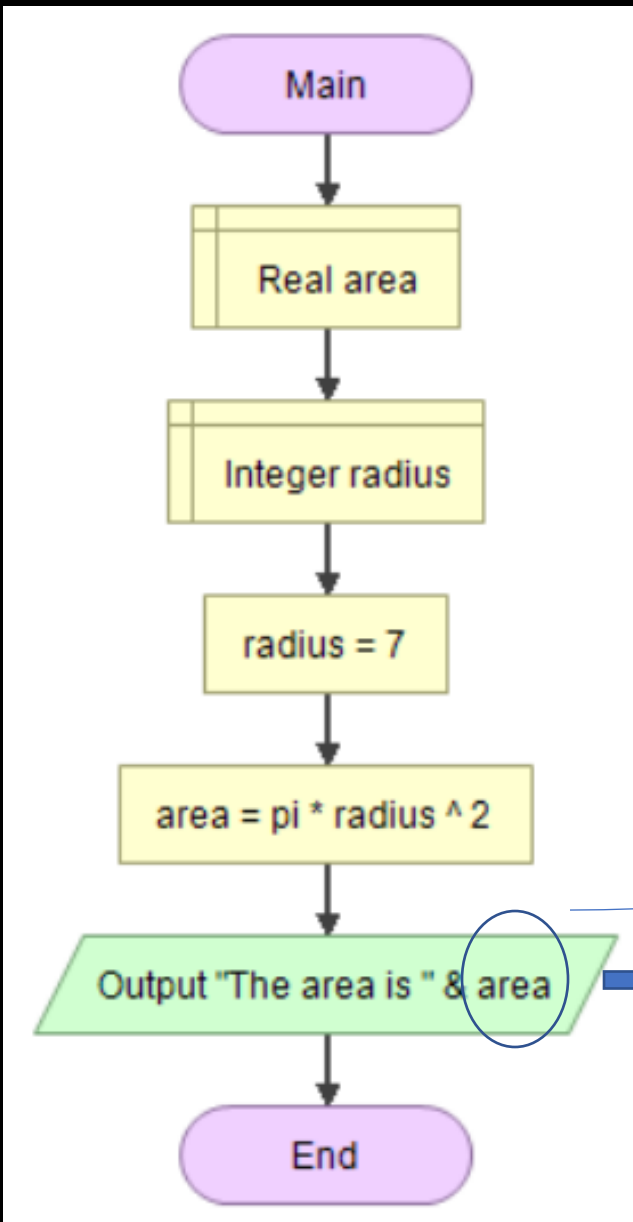
x = blue



# Variables' Interplay



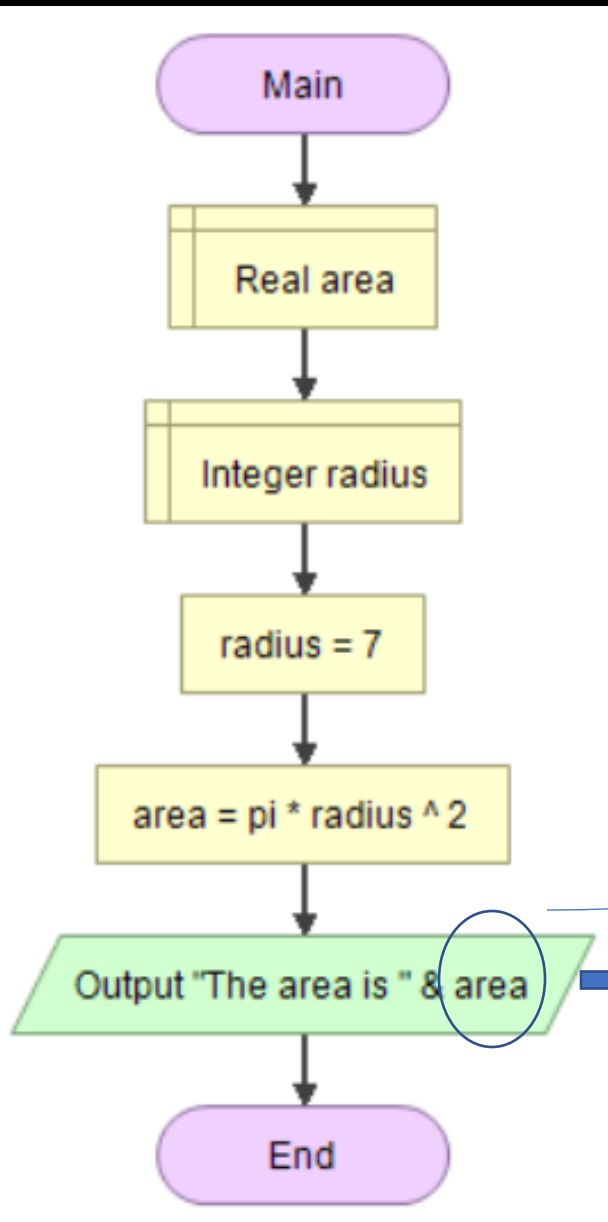
# Variables' Interplay



The area is 153.86

# Variables' Interplay

Say "What's your name"  
Say What's your name



The area is 153.86