**Development 1: A Starting guide:**

**Chapter 1: Lesson 1:**

State: this means storage of information => Fundamental unit of information: Binding a name to a value => **CAUTION:** the label (variable name) name must be unique

And empty state, storing nothing, is a state that often occurs => a empty state is returned when a empty variable or non-existing variable is looked up

It is possible to give a variable the same state as another variable, **BUT** changing the state of the original variable will not change the state of the other variable.

A state of a variable can be altered and removed if no longer needed.

A state can contain multiple states => list, dictionary’s

Statements: a set of instructions given to a program