Part 2: Add the Variables

Exercise Instructions

This second part of the challenge is actually pretty simple - it just involves you thinking about the datatypes you need to use to store the data your program stores and adding the variables in which will hold that data.

Step 1: Update the Code

Add variables for the input and output data the app will need to store.

- Inside the `main` method, create 3 variables for the program's input:

    - a variable to store the **loan amount** being borrowed
    - a variable to store the **number of years** the loan is taken over
    - a variable to store the **interest rate**

For each variable you create, don't forget to consider what type of data you're storing (whole number or decimal number for example).

- Next, amend the variable declarations to be actual definitions with some sample values.

For example, you could try to set these values:

Variable Description	Sample Value
loan amount	1000
number of years	5
interest rate	1.5

As you're doing this, does this change the datatypes you set up? If it doesn't, then you're on the right track. If it does, you might want to review the section again to understand the different datatypes we covered.

Step 2: Debug the Program

Debug the program to ensure that the values have been set.

It's good practice for you to kick off a debug session to look inside your program at what you're creating. So let's do this too to check the variables have been set as we expect:

- Set a breakpoint at the point where you create the first variable *(single click into the margin just to the*

left of the line numbers in the IDE).

- Right-click the `main` method and select **Debug > App.main()**.
- While looking at the debug window, press F8 (or select **Run > Step Over** from IDEA's menu) and observe the variables as they're being set up (aka as they "come into scope")