## Tython Variables



→ Variables are containers to store values
→ The value can be anything including numbers, othings
lists etc.

> No need to declare variables before vary them or no need to declare their detatype.

> A variable is created the moment you first assign

dome value to it.

=> So we can say a variable is a home girente a memory location.

a = 1 b = "Jenny" or b = 'Jenny' 2

a le b are variables holding intéger value le story respectively.

> point (a) will point 1 > point(6) well point denny

ej- if we keep worting phone numbers in our drawy authout giving then some then when next time we look our day then there is no way we can figure out whose humber is this. So first we write name of the person de then his/her phone number so that in future we can Jenny 9772812345

So in programming we call Jenny a variable Jenny = 9772812345

But as the name suggests variables can vary means we can change their value.

Yellow of Outputs-

e.g: - name = "Jenny" | Outputs point (name)

name = "Jiya" |
point (name)

exercise !: - Calculate length of any given hame

name = input ("What is your name?")

length = len(name)

bount (length)

outputs - What is your home? Jenny

NOTE: - len() is a function to calculate length of any stry

More about strong le its function well be ducumed in 2 ter videos