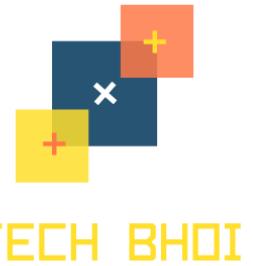


WEEK 1 INTRODUCTION



JUN 29
JUL 3
2020



VARIABLES

WED
JUN 1

VARIABLE = VARY+ABLE

A variable is used to store a piece of information that we want to reuse throughout our programs. A real world example of this is like your Facebook photo, we can change it or have it store nothing. Similarly the number of likes on Facebook this is a variable that stores the information of how many people like your new picture, this can also change or vary over time.

DISCUSSION:

Identify some things around you that can change/vary over time.

Three parts:

- 1) A name
- 2) An equal sign (=)
- 3) A value

THINK OF A CONTAINER

QUIZ:

can you predict the output of the following code?

```
likes = 43
likes = 71
Likes = 38
print(likes)
```

- a) 43. b) 71. c) 38. d) likes

VARIABLE_NAME = VALUE

USE A VARIABLE TO
STORE INFORMATION
THAT NEEDS TO BE
REUSED, OR
INFORMATION THAT
CHANGES OVER TIME

```
iced, class_name: 'O
reign_key: :vendor_id
nt, class_name: 'Messa
ceived, class_name: 'Me
utes_for_photos, allow_
```

```
ash_digest: Digest::SHA256
sh_digest, CLASS=User ATTAC
tar, styles: { medium: '300x
default_style: :medium,
default_url: '/images/mi
```