

Local variables:

```
-- Numeric variable
local myNumber = 42

-- String variable
local myString = "Hello, world!"

-- Game object
local p1 = game.Workspace.Panel1

-- Boolean variable
local buttonPressed = true
```

Global variables:

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_G.myNumber = 42

-- String variable
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-- Game object
_G.p1 = game.Workspace.Panel1

-- Boolean variable
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Connect and Once:

Bt1.Touched:Connect(onTouch)

:Connect - when an event occurs, the attached function is automatically called.

Bt1.Touched:Once(onTouch)

:Once - the function will be called only once upon the first occurrence of the event. After that, it no longer responds to the event.

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