

Everything is Variable

8th June 2020

OVERVIEW

A main part of programming is storing information, how do we do that? The answer is variables!

GOALS

1. Learn what a variable is and what a data type is

- a. VOCAB

- i. variable
 - ii. static
 - iii. integer
 - iv. double
 - v. String
 - vi. boolean
2. Explore applications of variables.

SPECIFICATIONS

1. How variables are used
2. Writing programs that make use of variables

PROJECT

The only thing static is that variables are variable!

Variables are the crux of any programming language. From Java to Python to even C and FORTRAN, variables are there for you! They allow us to store information to be accessed later and changed. For this project, we will get a bit creative. You will be tasked to find a common

mathematical formula and implement it into Java. This can range from a simple formula from algebra to a complicated formula for trigonometry. To pass this project, your code must:

- 1) Feature a mathematical formula**
- 2) Print out the formula as a string, then use the variables to get an answer. Print that out as well**
- 3) Compile**
- 4) BONUS: Print out what the formula means and what each number means**

Should you find yourself stuck, please do not hesitate to ask a question!