

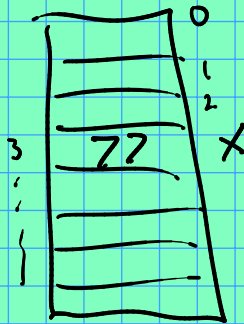
# Data types & Variables.

Variables are just boxes to store data. Boxes come in different sizes & shapes!

Example:

*datatype* → int x; // make an integer shaped  
// box labeled by x.

Behind the scenes:



How to put stuff into the box?

x = 77; // "assignment statement"

cout << x << "\n"; // prints x.