

## Variables

```
username = "Carter"
```

```
cash = 4.95
```

```
printf("%.5", username);
```

```
cash = cash + 1;
```

int  
(integers)

```
printf("%.i", int_name);
```

10¢

25¢

height

#
##
###

float  
(floating point value)

3.1415

```
printf("%.f", float_name);
```



string  
(string of characters)

```
printf("%.s", string_name);
```

