



# User input, elif, and Local Variables

# User Input

A function that **prints** the argument and **returns** what the user types in

# Variables

## Declaration of a variable

`<name>: <type> = <value>`

`students: int = 300`

`message: str = "Howdy!"`

## Update a variable

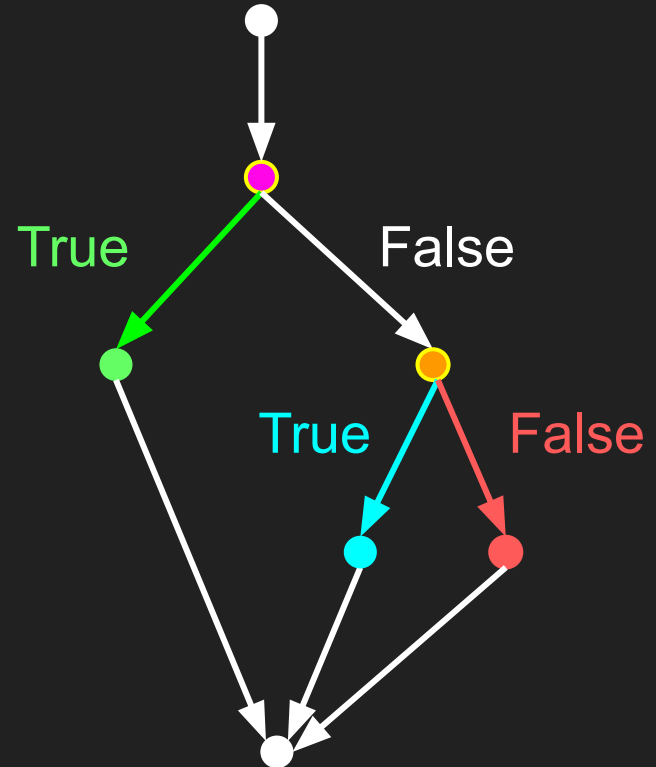
`<name> = <new value>`

`students = 325`

`message = "See ya!"`

# Previous Control Flow

```
if <condition>:  
    <do something>  
else:  
    if <other condition>:  
        <do something else>  
    else:  
        <do third thing>  
<rest of program>
```



# New Control Flow

if <condition>:

    <do something>

elif <other condition>:

    <do something else>

else:

    <do third thing>

<rest of program>

