

```
10
irb(main):005:0> puts(a)
10
=> nil
```

数学の変数と同じで変数を定義して代入が可能

## 変数

```
irb(main):005:0> a=10
=> 10
irb(main):005:0> a=3
=> 3
irb(main):005:0> puts(a)
3
=> nil
```

もう一度代入すると値が書き換わる

## 四則演算

### Rubyチェッカー

問題を選択

0a

Input

```
1= def add(a, b)
2  a = b
3  end
```

Output

```
AC:0,0 => 0
AC:100,100 => 200
AC:-100,-100 => -200
AC:-100,100 => 0
AC:97,-28 => 69
AC:-29,84 => 65
AC:-85,38 => -47
AC:49,-75 => -26
AC:-45,-73 => -118
AC:99,-22 => 37
AC:78,-42 => 36
AC:-49,8 => -41
AC:-41,21 => -20
AC:-36,18 => -18
All Check has Passed!! : 14/14
```

Check

### Rubyチェッカー

問題を選択

0a

Input

```
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```

Check