# Objective 2: Understand how to input strings and numbers into variables

In this objective you learn how to get input from the keyboard to use in your program.

## Tasks

1. Try entering the following commands and see what happens:

'Declare variables

Dim name\_entered As String

'Inputting strings

Console.WriteLine("Hello")

Console.WriteLine("What is your name?")

name\_entered = Console.ReadLine

Console.WriteLine("Thank you " & name\_entered)

'Wait to close the program

Console.ReadLine()

1. Try entering the following commands and see what happens:

Dim year As Integer

Console.WriteLine("What year is it please? ")

year = Console.ReadLine

Console.WriteLine("Ah, it is " & year & " thank you.")

Console.ReadLine()

1. Change the program so it asks you for your name and your age, outputting for example:  
     
   Thank you Dave. You have registered an age of 15.

# Objective 2: Key learning points How to input strings and numbers into variables

* Data is input by a user into a **variable**.
* Memory is reserved for variables using the Dim command. This is known as **declaring** the variable.
* Variables have a data type: string, integer or decimal as examples, indicating how much memory they will use and the type of data they will store.
* Variables must be declared before they can be used.

# Objective 2: Key words

### Dim

Example code: Dim x As y

Purpose: to declare a variable to be used later in the program.

x is the name of the variable. y is the data type for the variable. y can be string (text), integer (whole number), decimal (number with decimal places) or date.

### Console.Readline

Example code: x = Console.Readline

Purpose: to store text input at the keyboard into a variable, x which can be used later in the program without inputting again.