

# Storing Values

We are now ready to get our calculator to do full calculations. In order for our Calculator App to perform calculations, we require 2 numbers and an operator:

$$a <operator> b = result$$

To do this, we need to update the code so that it:

- stores number *a*
- stores the chosen *operator*
- allows the user to enter a new number *b*
- calculates and displays the *result*

In order to do this, we are going to introduce another type of variable that you can use in LiveCode: **script local** variables.

# Script Local Variables

So far we have only used local, temporary variables, which only last for one use of a command. To be able to store the required information and do the calculation, we need to use a variable that is going to last a bit longer...

Enter **script local** variables!

A script local variable can be used in any handler in an object's script. Unlike a local variable, a script local variable retains its value even after a handler finishes executing.

To create a script local variable, you must use the local command in the script, but outside any handler. We recommend you always declare script local variables at the top of a script so they are in one place and easy to find.

If you want to learn more about script local variables in LiveCode, then you can check out Chapters 5.5.1 and 5.5.3 of the User Guide. To open the User Guide, select "User Guide" from the Help menu.

# Calculator Script Local Variables

We will use 3 script local variables in the Card Script

- **sOperator**: the chosen operator
- **sCurrentTotal**: the running total
- **sNewNumber**: whether the next number pressed will start a new number or continue the current number being entered

To create these variables, we define them at the top of the Card Script:

**local** sOperator, sCurrentTotal, sNewNumber