Exercise 1:

How to check a variable’s type?

- In order to check a variable’s type, we can use interactive mode

In what cases, you will get ***SyntaxError*** from the compiler telling you that some of your variables have **invalid names**? Can you give 3 different examples of **invalid names**?

* When we use an illegal name. for instance:

76trombones = 'big parade'

More@ = 100

Class = “hello hello”