Noah Turner 1

Variables

• Variables are things that can change in the programming, like your health, or the amount of lives you have.

- When declaring a variable, you must assign it a value, whether it be a number or a true or false statement.
- Variables must have identifiers so that you can keep track of them (i.e. "Health," "lives," or "time.").
- A variable stores certain values that can be accessed or triggered through the execution of certain arguments within the programming.
- Math operators can be used to add or subtract number values from the assigned value of the variable by placing an addition or subtraction sign after the identifier and before the equals sign.