



## Variables Store data in computer's memory

```
1  #include <iostream>
2
3  int main() {
4
5      int score = 0;
6
7      score = 20 + 30;
8
9      std::cout << "Score is " << score << "\n";
10
11 }
```

game.cpp

← Declare an integer variable named `score` and initialize it to 0.

← Assign a new value of 50 to `score`.

← Output some text and the value of `score` using chaining.

Score is 50

### Terminal:

This would appear in the black box!

Basic types: `int`, `double`, `char`, `string`, `bool`

Arithmetic operators: `+`, `-`, `*`, `/`, `%`

Input: `std::cin`

Notes: