

Note

In the Notes, any code will be in **blue** and any output in **red**.

Variables

One of the most powerful features of a programming language is the ability to manipulate *variables*. A variable is a name that refers to a value.

An *assignment statement* creates new variables and gives them values:

```
message = 'And now for something completely different'
```

```
n = 17
```

```
pi = 3.1415926535897931
```

This example makes three assignments. The first assigns a string to a new variable named `message`; the second assigns the integer 17 to `n`; the third assigns the (approximate) value of π to `pi`.

To display the value of a variable, you can use a print statement:

```
print(n)
```

```
17
```

```
print(pi)
```

```
3.141592653589793
```

The type of a variable is the type of the value it refers to.

```
type(message)
```

```
<class 'str'>
```

```
type(n)
```

```
<class 'int'>
```

```
type(pi)
```

```
<class 'float'>
```