

# Section Review

Learn to Code with Ruby

# Variables and Constants

- A **variable** is a name we assign to a value in our program. The variable's value can change as the program runs.
- A **constant** is a name for a value that will not change over the program's execution. Use **ALL\_CAPS** for constants.
- Choose a name, then write the equal sign, and the value on the right hand side.
- Ruby evaluates the right-hand side of an equal sign first. Thus, we can assign a variable or constant to the result of an evaluation.

# The NameError Exception

- Ruby raises a **NameError** exception when we reference a name that doesn't exist in the program. This includes variables and constants.

# Shortcuts

- We can assign multiple variables to multiple values on the same line (**a, b, c = 1, 2, 3**)
- We can swap variable values in a single line (**a, b = b, a**)
- Ruby offers shortcuts to perform operations on a variable's value and assign the result back to the original variable.
  - `a += 5`
  - `b -= 10`
  - `c *= 6`