1. In this example, name is the variable, acting like a box to store the value "Daniel". Inside this 'box', we're storing the value "Daniel", and we can use name to refer to it later. When naming your variables, you can choose almost any name, but it must begin with a letter or an underscore (\_). It's helpful to pick a name that describes what's inside the 'box' so you can easily understand what it represents later on.

**📝 Instructions:**

1. Declare a new variable with the string value "Yellow" and print the value to the console.
2. Then, print its value on the console using print(name).

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**To multiply 2 values in python, you have to use the asterisk operator like this:**

(2 \* 3)

In this case, we stored the resulting value of the multiplication into a variable called resulting\_value.

**📝 Instructions:**

1. Please store the result of multiplying 2345 times 7323 in a variable called variables\_are\_cool.
2. Now print the result in the console.

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# User Inputed Values

The other cool thing about variables is that you don't need to know their value to be able to work with them.

For example, the application right now is prompting the user for its age, and then printing it on the console.

## 📝 Instructions:

1. Please add 10 years to the value of the age variable.

## 💡Hint

* You can Google "how to add a number to a python variable".
* Remember that the content of the variable its being previously filled with whatever the user inputs.