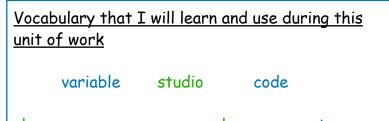
Steps through Learning Computing: Journeys through Coding (Variables in Games)







Examples of variables in code



<u>Sticky knowledge about using variables in</u> <u>games</u>

- Variables can be set and changed
- Variables are placeholders in a computer's memory and are given a name. The name cannot be changed when the program is running
- Spaces are not used between names of variables, only an underscore _
- If a value of a variable is changed, the new value replaces the previous value
- The value of a variable is set at the beginning of the program
- A program can use the value of a variable to perform different tasks - we can use operator blocks for this
- An algorithm is a precise set of instructions for performing a task
- The program flow describes the order in which commands are run during a program

