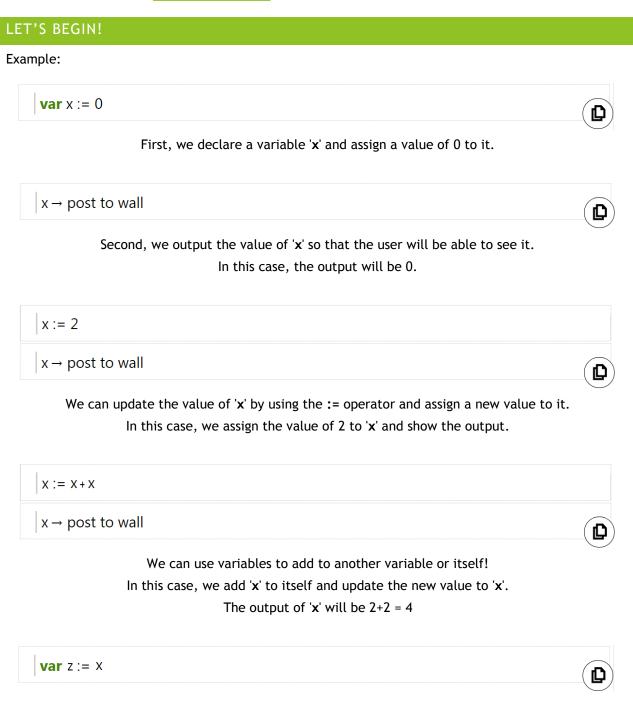
## VARIABLES (VAR)

A LOCAL VARIABLE IS A SYMBOL OR NAME THAT REPRESENTS A VALUE.

INTERACTIVE LESSON: http://tdev.ly/yrav

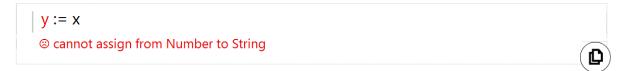


We can create a new variable and assign the value of another variable to the new variable.

In this case, we create a new variable 'z' and assign the value of 'x' to it!

```
| var y := "Hello world "
| y → post to wall
```

Variables can also be used for Strings or Actions where the action's data can be saved! In the above example, we create a variable 'y' and assigned a string of "Hello World" to it.



However, do take note that variables of different type cannot be assigned to each other! In the above example, 'y' has a type of String and 'x' has a type of Number.

## CONCLUSION

- 1. A variable is a symbol or name that represents a value.
- 2. Values can be of different data type such as Number, String, Boolean (True / False) and more!
- 3. Variables makes programming more efficient because data can be accessed and updated easily!
- 4. Variables of different type cannot be assigned to each other!