

# Variables

---

**CS 1111**  
**Introduction to Programming**  
**Spring 2019**

*[The Coder's Apprentice, §4]*

# Variables

- A name that represents a value stored in the computer's memory

- Creating variables with assignment statements

```
statement = "Python is awesome!!!!"
```

Assignment operator



- Python is dynamic typed language

```
statement = "Python is awesome!!!!"
```

String literal

← Type: string

```
statement = 4
```

Numeric literal

← Type: int

Variable reassignment

# Variable Naming Rules

---

- No Python's key words
- No spaces
- First character must be one of the letters (a...z or A...Z) or an underscore character ( \_ )
- Case sensitive
- Descriptive
  - Consider `t` (or `x`) **VS** `temp` **VS** `temperature`
- How about `payrate` **VS** `pay_rate` **VS** `payRate`