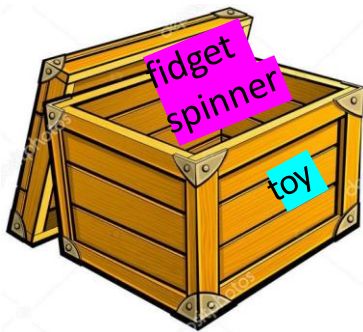# Homework

- A **variable** is like a storage box with
    - a **name** as the label
    - a **value** as the content

➢ For example
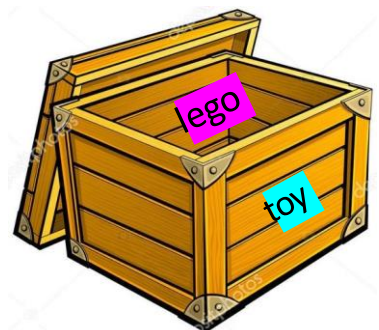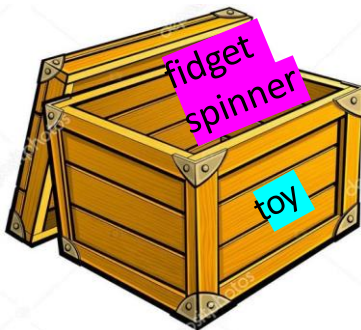   - toy is the name and fidget spinner is the value

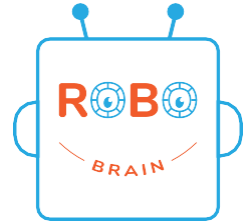- A variable (box) will only remember the latest value that has been put in
    - All the previous values will get lost

➢For example
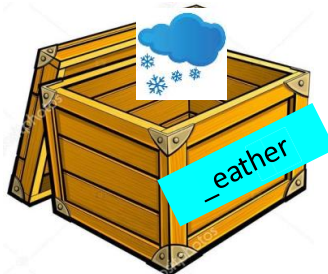   ➢The final value of toy is lego

Task 1

- Given a box, write down what the corresponding variable is.
    - There might be missing letters in the variable names
    - So, you, the clever one, will have to complete the name first
    - And then work out the value
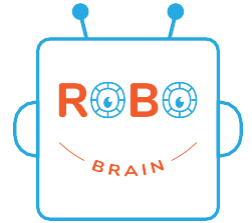   - Finally, write down *name = value*

- For example

t_y

t<u>o</u>y = bear

br_dge

_eather

cou_try

sp_rt

dess_rt

plan_t

Task 2

- Match the name with the value.
    - There might be more than one reasonable mapping.
    - The cyan-coloured blocks are names.
    - The magenta coloured blocks are values.

Names	**Values**
height	1983
discount	False/No
tool	15
canFly	Abracadabra
month	Berlin
year	False/No
magicSpell	True/Yes
numberOfCars	130cm
capitalCity	20%
likeBanana	screwdriver
isCaptain	March