

Variables: store data

name

type : int, double

integer

-3 0 7

real

1.5, -12,  
3.14159

Declare the variable

```
int count;
```

```
double x;
```

Initialize or assign

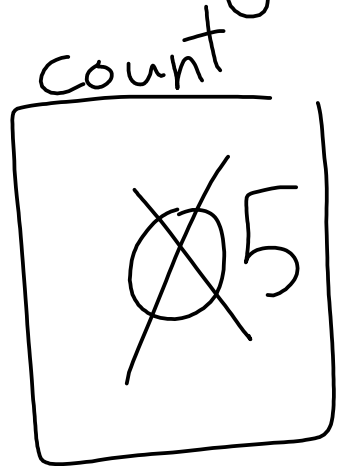
```
count = 0;
```

↑ "is assigned", "gets"

```
x = 3;
```

---

```
count = 5;
```



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```
double y = 3.5;
```