

VARIABLES

... are containers that hold information:

- number
- text
- boolean (true / false)

my_age = 28

girlfriend = Sue

in_love = true

78
my_age

Sue
girlfriend

true
in_love

... the content of a container can be changed:

Marie → **Sue** → **Julie**
girlfriend

LOOPS

... do something multiple times:

- while-loop

```
WHILE ( confident ) {  
    ask_for_number()  
}
```

- for-loop

```
FOR ( i = 0; i < 10; i = i+1 ) {  
    kiss()  
}
```

initialization condition iteration expression

COMPARATORS

... compares two values (it's math!)

IS EQUAL TO: **IF (my_love == your_love)**

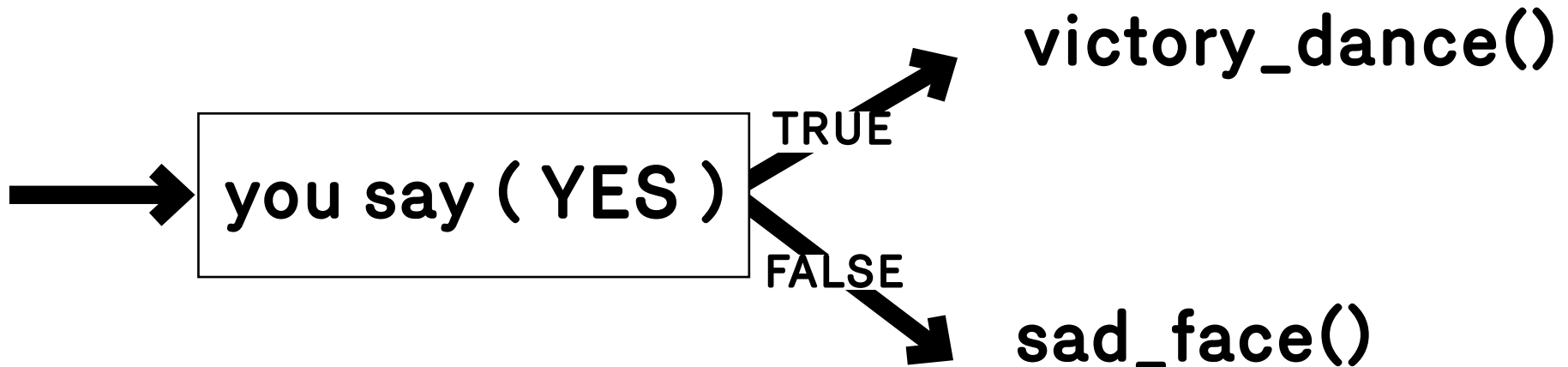
IS NOT EQUAL TO: **IF (you != my_friend)**

IS GREATER THAN: **IF (looks > intellect)**

IS LESS THAN: **IF (your_age < 21)**

CONDITIONAL STATEMENTS

... make decisions about what to do next:



```
IF you_say(YES)
THEN  victory_dance()
ELSE  sad_face()
```

FUNCTION

... a group of code with a name, that can be used several times

```
victory_dance() {  
    happiness = 100000  
    arm_position = high  
    move = bellydance  
}
```

```
are_you_excited () {  
    return yes!  
}
```