

01-Variables part I

Introduction

Variables is a basic building block when developing software using C, Java or similar languages. In these languages it is important to have a good understanding of what a variable is and how it relates to memory - this knowledge is crucial when learning about pointer or references later on.

Purpose

To give the student a basic understanding of variables. This understanding will be used as a basis for future learning.

Requirements

The student should be familiar with memory.

Videos

- [Programming/variable-I/variables-I-small.webm](#)

Reading instructions

No further reading is required.

Goal

The goal of this presentation is to motivate and make the student familiar with the variable concept as well as discuss the way we humans use variables in every day life.

Exam instructions

This is an introductory presentation, upon which later presentations are built. It will not be examined.