

# Variables part II

# Recap

**Variable** - named memory. Problematic when adding “LFC” with 1.

**Type** - we specify what values and operations are allowed for a variable. Makes it easier to implement that we don't allow programmers to add “LFC” and 1.

# Variable

```
int age = 44;
```

```
age = age + 1;
```

```
float weight = 82.3;
```

```
boolean studiesHard = true;
```