Variables

**Worked example**

The code below will allow the user to input their favourite food, which is stored using a variable called FavFood and then the value stored in this variable will be outputted.

TextWindow.Write("What is your favourite food?: ")

FavFood = TextWindow.Read()

TextWindow.WriteLine(FavFood)

**Activity A**

The code below will allow the user to input their favourite drink, which is stored using a variable called FavDrink and then the value stored in this variable will be outputted.

Fill in the missing gaps

TextWindow.**Write**("What is your favourite drink?: ")

FavDrink = **TextWindow**.Read()

TextWindow.**WriteLine**(“My favourite drink is” + **FavDrink**)

**Activity B**

The code below will allow the user to input how old they are, which is stored using a variable called Age. The user will then input what year they were born and store this in a variable called Year. This will be outputted as one message. For example:

**“I am 15 years old which means I was born in 2010”**

Fill in the missing gaps

**TextWindow.Write**("How old are you?: ")

Age = **TextWindow.Read()**

TextWindow.Write("What year were you born?: ")

Year = TextWindow.Read()

TextWindow.WriteLine(**"I am " + Age +** " years old which means I was born in: " **+ Year**)