
App Authors

— Week 4: Variables —

A Little Bit About the Program...

APP
AUTHORS

Let's Get to Know Each Other



Variables

Variable: A placeholder for a piece of information that can change

Game Time: Mad Libs

How to take care of your pet **[animal]**, by **[name]**

- Make sure your pet **[animal]** has plenty of **[food]** and **[drink]**.
- **[Animal]**s live in **[adjective]** environments, so make sure that your house is **[adjective]** and welcoming.
- **[Animal]**s need to **[verb]** every day, so be sure to **[verb]** with them.
- **[Animal]**s do not like to be alone, so if you want to have one as a pet, you must adopt **[number]**.

Computer Time!

Code.org

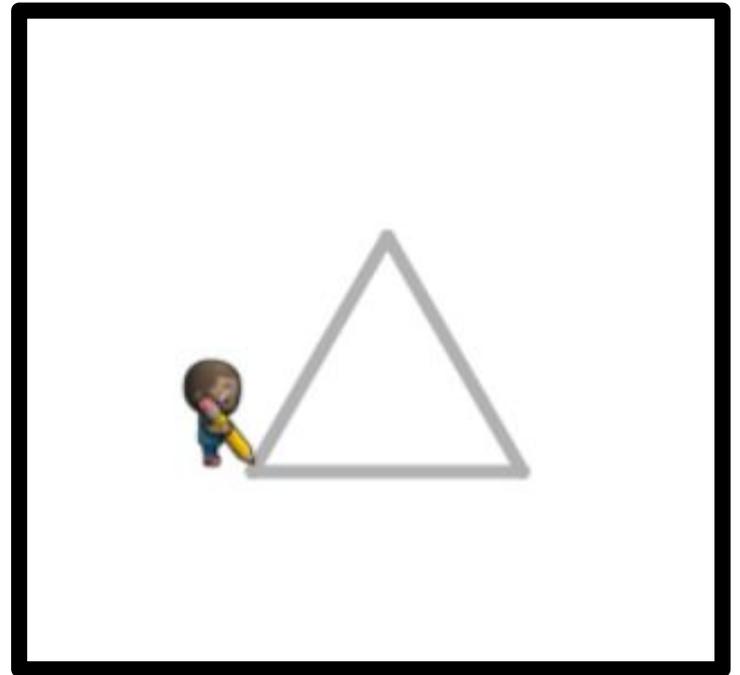
Sign In:

- Visit **studio.code.org/join** and enter **section code**

Learn & Practice on Code.org

www.studio.code.org/s/course4/

- **Work Through:**
 - Course 4
 - Lessons 6 & 7



Break Time

Time for some App Coding!

- <https://studio.code.org/projects#/>
- **Challenge:** Use Play Lab to create a game with **variables**
 - Examples: score, actors, background

Before You Go...

- Remember to take home your **Login Card** and bring it back next week