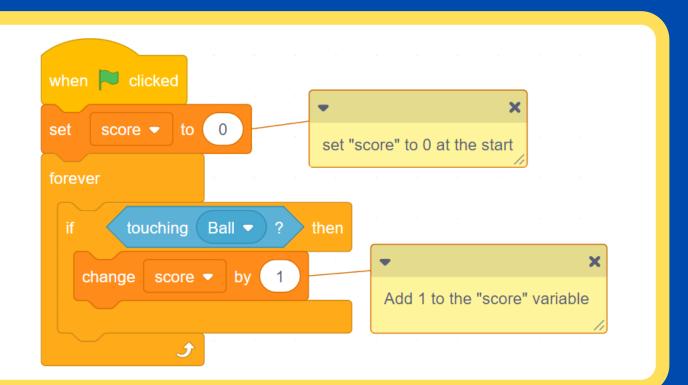# Coding basics
Variables

What is a variable?

A **variable** is a symbolic name associated with a value and whose value may be changed.

For example if we were coding a game, we would create a variable called "score" to keep track of the player's score.

Using variables in code

when 🚩 clicked

set score to 0 — set "score" to 0 at the start

forever

if touching Ball ? then

change score by 1 — Add 1 to the "score" variable

see more at **www.codingireland.ie**