Name(s): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Use this activity document to guide your work in the *Variables and User Input Tutorial 1*: <http://aka.ms/VariablesTutorial1>.

Answer the questions below during or after you finish the tutorial.

1. What is a variable in computer programming?
2. Describe how variables are used in computer programming?
3. What does it mean to “declare” a variable?
4. Write code that declares a variable x and initializes it to a value 5.
5. Explain what is wrong with the following code:

var pie := “apple pie”

pie := 7

1. Suppose you are writing a program to gather input from a fan club. What would be a good name for a variable to hold someone’s first choice for the name of a new band? Explain why your choice for a variable name is a good choice.