Flowol - Variables

A **variable** is a section of computer memory that can store a value

They can be used in Flowol to record how many times you've repeated a section of code

This can make the algorithm a lot shorter if you have to do the same thing lots of times

Flowol - Variables

To create a variable click the xy button at the **top right**

Hover over x and use the line at the right to change its name to something more helpful
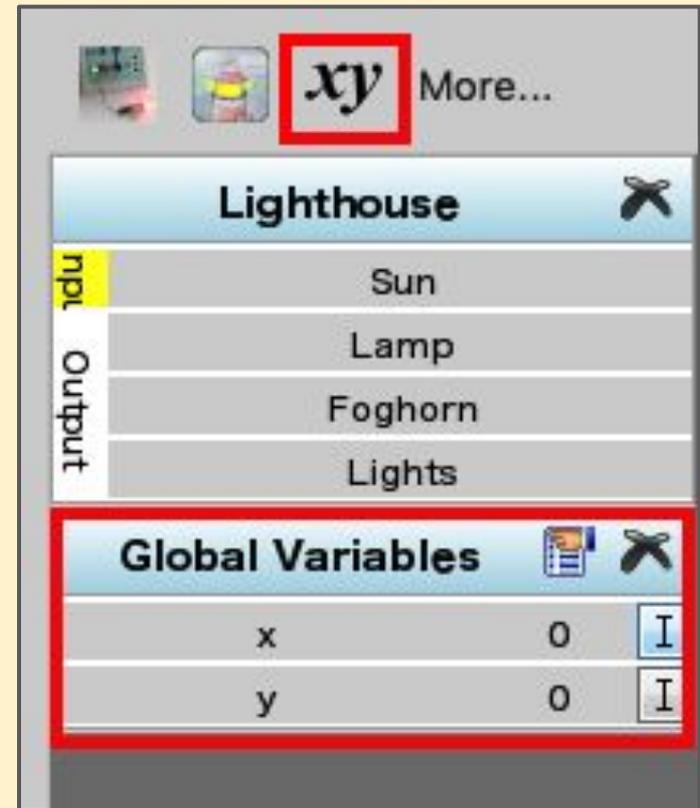
Flowol - Variables

Use **LET** boxes to give variables values and and add one to it
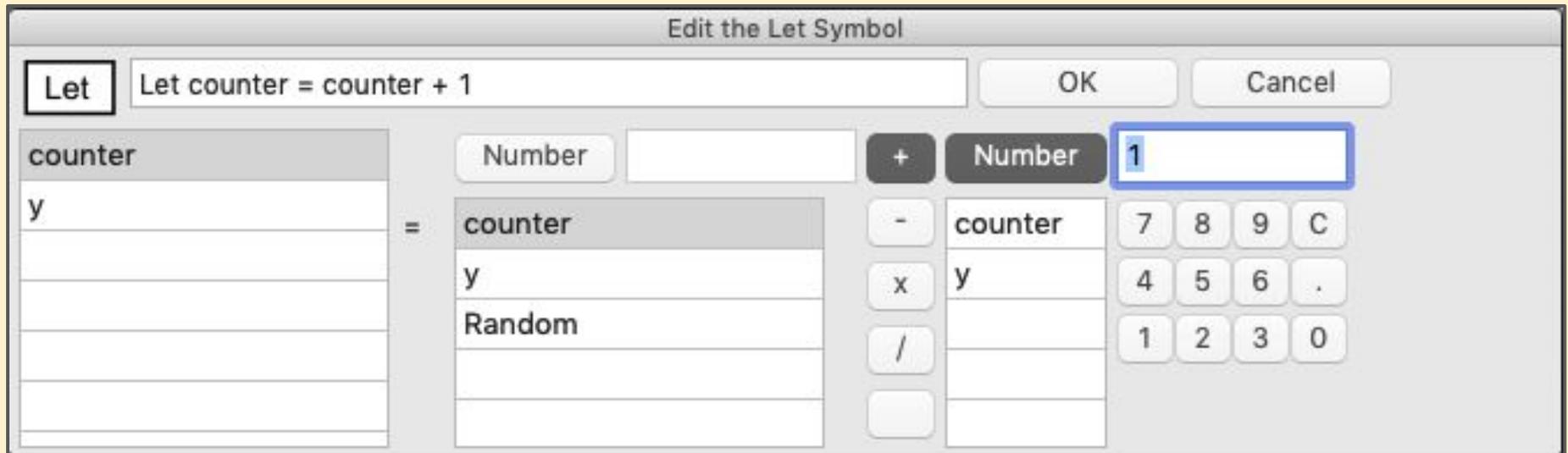
This example adds one to a variable called **counter**

Flowol - Variables
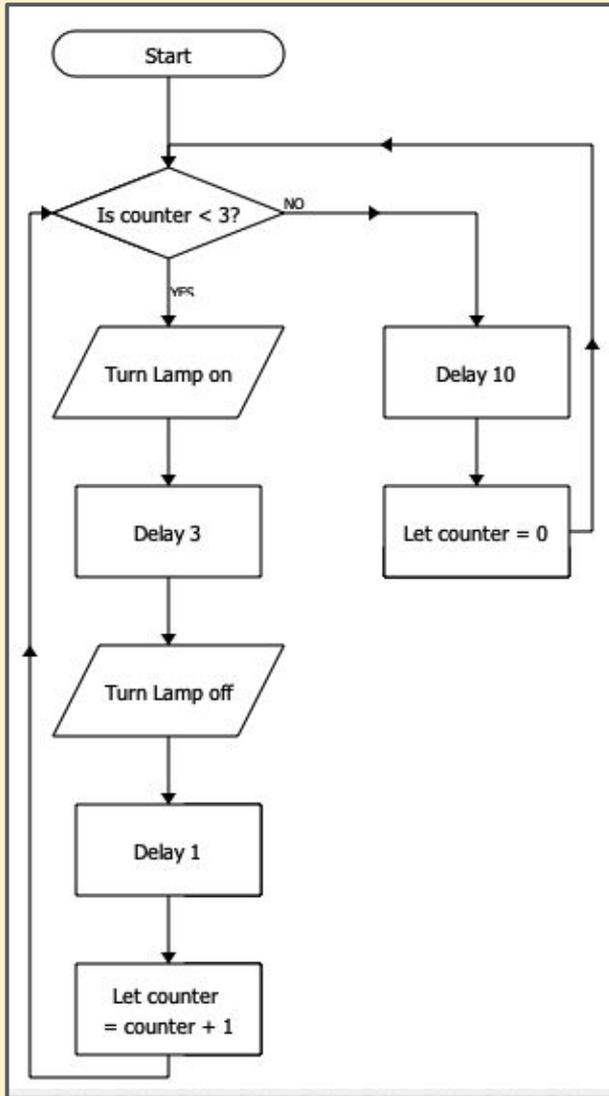
My **variable** is called **counter**

It is used to count the number of times the lamp is flashed

It's a lot more efficient to use a variable, but you do need to be careful

This algorithm uses **selection** and **repetition**