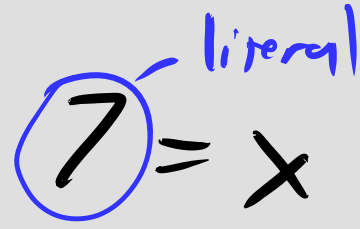
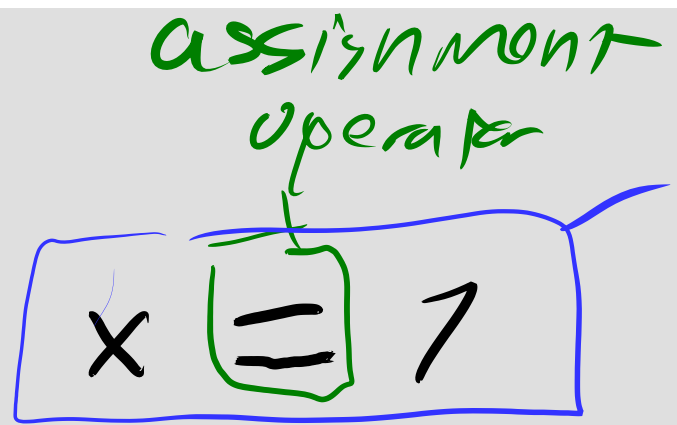


Variable =  
named place to store  
a value



y = x  
OK

y = x  
Error

1 = 2 means

change 1 to store 2