

Variables

Variables can be tricky in Microworlds. Here is a simple example using *global* variables (don't worry about the difference between local and global).

`make` can be used to create (or initialize) a variable.

i.e.

```
make "testvar 2
make "testvar 4
```

Use a colon to access the value of a variable, and *show* reveals that number

i.e.

```
make "testvar 2
show :testvar
      Will return 2
```

What happens if you only type `:testvar`?

How do I then increment a variable? Here is an example using `repeat`

```
make "testvar 10
repeat 100 [fd :testvar wait 1 make "testvar :testvar + 1]
show :testvar
```

What is the final value of *testvar*?