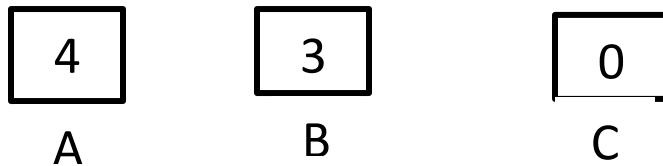


Declare & Initialize a variable

```
int A = 4;
```

```
int B = 3;
```

```
int C = 0;
```

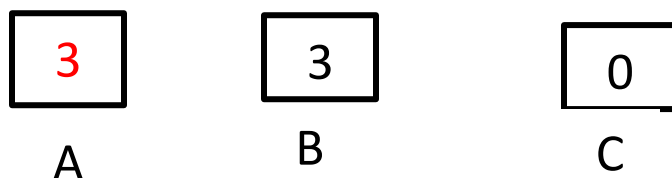


Key for Assignment is =

Storage ← result of information

Storage = result of Information;

```
A = B; //storage A ← information of B
```



```
C = A + B; //The answer of A+B stores to C
```

