

Declare variables

<code>var my_variable = 10</code>	Declare a variable
<code>my_variable = 20</code>	Change the value of a variable
<code>var my_int: int = 5</code>	Declare a variable with a specific type
<code>static var my_static_variable = 30</code>	Declare a static variable
<code>my_static_variable = 40</code>	Change the value of a static variable
<code>MyClass.my_static_variable = 40</code>	Since statics belong to the class, you can also use them
<code>const MY_CONSTANT = 100</code>	Declare a constant

Comments

```

"""
This is a multiline string, not
a comment!
And thus it will be parsed by
interpreter...
"""
# Now this
# is a multiline comments
# Interpreter will not read
this

```

Variable Types

<code>var x: int = 42</code>	int: Integer numbers
<code>var y: float = 3.14</code>	float: Floating-point numbers
<code>var is_active: bool = true</code>	bool: Boolean values (true or false)
<code>var name: String = "lollygag"</code>	String: Text strings
<code>var my_array: Array = [1, 2, 3, 4, 5]</code>	Array: Ordered list of elements
<code>var my_dict: Dictionary = {"key1": "value1", "key2": "value2"}</code>	Dictionary: Key-value pairs



