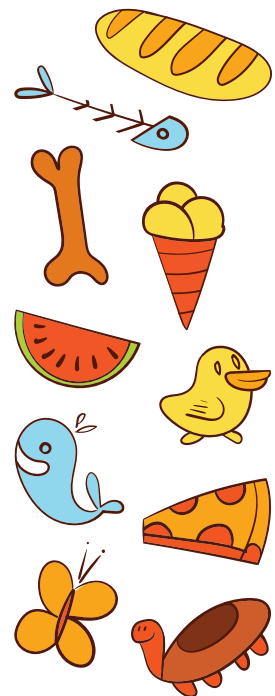


# FUNCTIONS & VARIABLES

## Find the Values!

In computer programming, a variable has a name and contains a value. Felix is a cat. He can't find any of his things that he brought to the beach. He gets a box and writes "Felix's Things" on it. That is the **variable name**. Help Felix find his things, or **values**, to place in the box.



ANSWER ↘

