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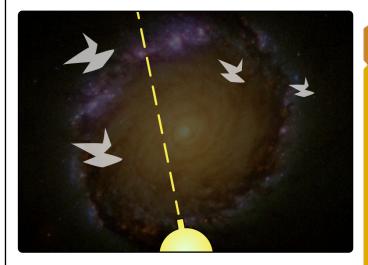
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I can retrieve and use values from variables

LessonID: 178



Here is some code from an asteroids shooting game. In this game, a laser turret is controlled by the player. The turret can rotate left or right and fire a laser. The speed at which the turret is rotated affects how difficult the game is to play.



```
forever

if key left arrow ▼ pressed? then

turn ► 15 degrees

if key right arrow ▼ pressed? then

turn ► 15 degrees

if key space ▼ pressed? then

fireLaser
```



This code could be improved with the use of a variable. Draw arrows to show where the variable would be used.

What would you name this variable? Make sure you follow the naming rules.

Variable name:



When the game runs for the first time, the value of this variable needs to be set. Fill in the programming blocks to show how you would do this.

	and the second	
when		clicked