

### Lesson 3: User Input, Variables, and Arithmetic Operations

#### Key Terms and Definitions

| <b>Term</b>                 | <b>Definition</b>   |
|-----------------------------|---|
| <b>Text Field</b>           | Allows the user to enter some type of text into the app                           |
| <b>Array</b>                | A container object that holds a fixed number of values that are all a single type |
| <b>Spinner control</b>      | An input control used to make a selection from a set of values                    |
| <b>Variables</b>            | Store values that can change over time  |
| <b>Primitive Data Types</b> | Eight different data types possible for a variable                                |