```
{
        int x;
        int y;

        x = 7;
        y = x + 3;
        Console.WriteLine(y);

        Console.ReadLine();
}
```

The first two lines of code int x; and int y; is where we are officially "declaring" our variables (variables are 'containers' or 'buckets' that carve out an area of memory).

Assigning values to the int x and y

Retrieving and reading the value of y