

Operators - with variables alone we can't do much. Not even store data. Not because they cannot, but because we cannot put data inside of them without the use of "=" equals operator.

Let's create 3 variables A, B and C and assign them 1, 2 and, lastly, a sum of both A and B, in C. Notice we have used another operator to do that, +.

Here are some other common operators used in GDScript: -, *, /, and/&, or/|

You can find the full list in the link down below. But this is a good start.

Now that we can store and manipulate values, we need to talk about the execution of the code. This happens from top to bottom, line by line. But having a list of instructions doesn't really make anything useful.