

1 Designing programs – Part 1 —Answers

Answers

Work through these after you have tried the questions yourself.

2.1 input, process, and output.

2.2 input: the test scores; process: add them and divide by how many; output: the average.

2.3 any two of: planning/design, testing, fixing bugs, improving (refining).

2.4 any of: more ideas, catching each other's mistakes, sharing the work, more reliable results.

2.5 it guides the design so the program actually solves the right problem.