

3 Variables, algorithms, and conditionals – Part 1 —Answers

Answers

Work through these after you have tried the questions yourself.

2.1 a named store that holds a value, which can change as the program runs.

2.2 8 (5 then add 3).

2.3 a step-by-step method (set of instructions) for solving a problem.

2.4 Fail (40 is less than 50).

2.5 sequence, selection (choices), and iteration (repeats).