

7 Flowcharts and tracing – Part 2 — Answers

Answers

Work through these after trying the questions yourself.

7.6 The order in which the steps run.

7.7 Two (yes and no).

7.8 To record the values of the variables as a program runs, which helps find errors.

7.9 The value of one variable (or the output) at each step.

7.10 It helps you find mistakes and understand what the program does.

7.11 Starting at 0 and adding 2 three times: $0 \rightarrow 2 \rightarrow 4 \rightarrow 6$. The final value of `count` is **6**.