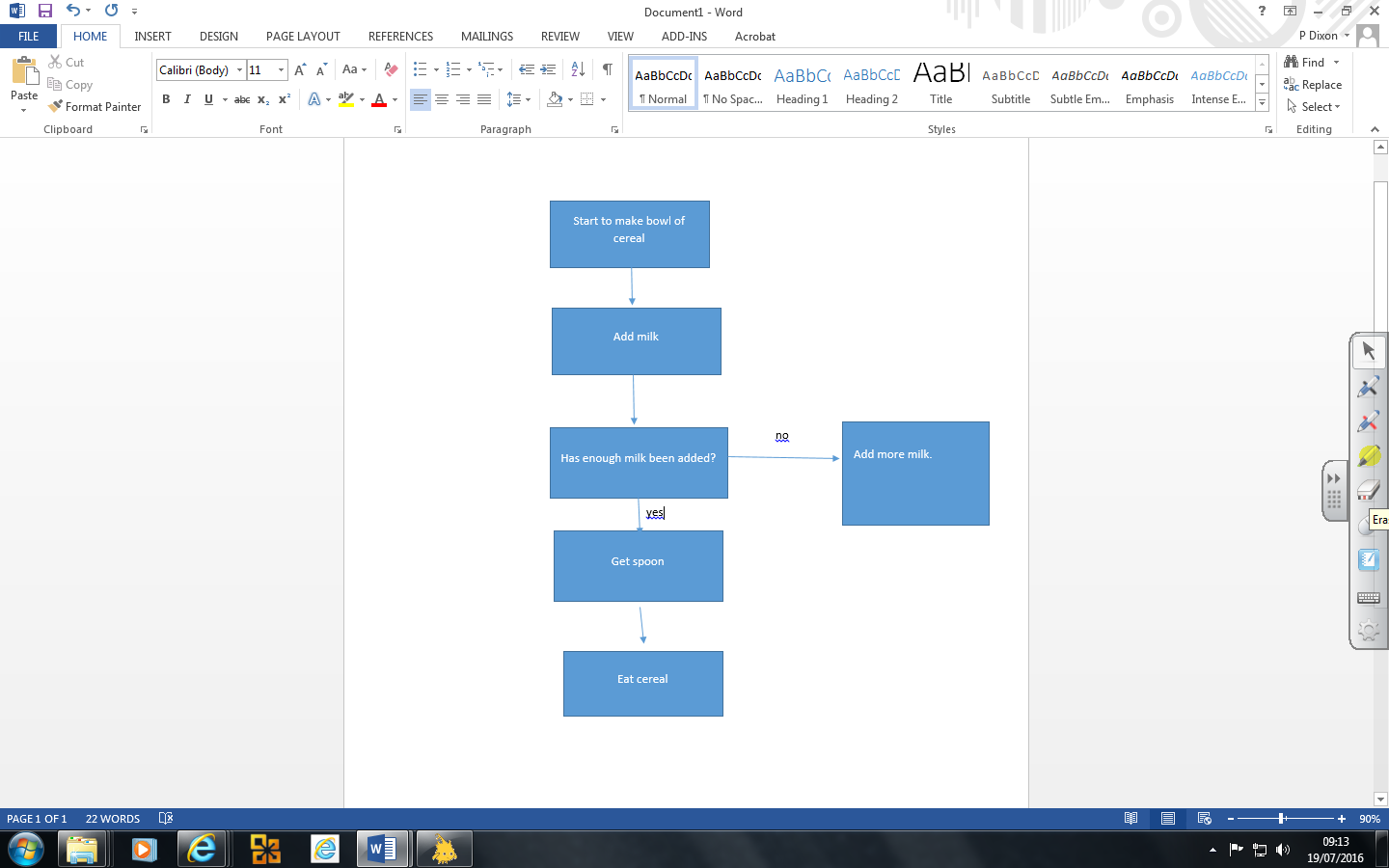
**Unit 7.2 Look Inside**

Name: What is your name? Class: What is your class?

In the box provided explain the errors in the algorithm below:

Click here to enter text.

**DAPA**

Use the drop down boxes to complete the paragraph below:

Firstly, a programmer needs to Choose an item. the problem. This involves Choose an item. The problem into smaller parts. Secondly, a programmer needs to carry out Choose an item. This involves deciding what is Choose an item. Thirdly, a programmer needs to carry out Choose an item. Once these are identified similar solutions can be used for similar problems. Lastly a programmer is to produce an Choose an item. Which is a list of precise instructions that a computer requires.

**Iteration**

In the box below explain what a ‘for loop’ is.

Click here to enter text.

In the box below explain what a ‘while loop’ is.

Click here to enter text.

**Operators**

Explain what the following operators mean:

> Choose an item.

<Choose an item.

+ Choose an item.

=Choose an item.

**Commands**

Use the drop down to explain what the following commands mean:

+ Choose an item.

-Choose an item.

/Choose an item.

\*Choose an item.

**Variables**

Tick the 3 variables below:



A football score on Fifa

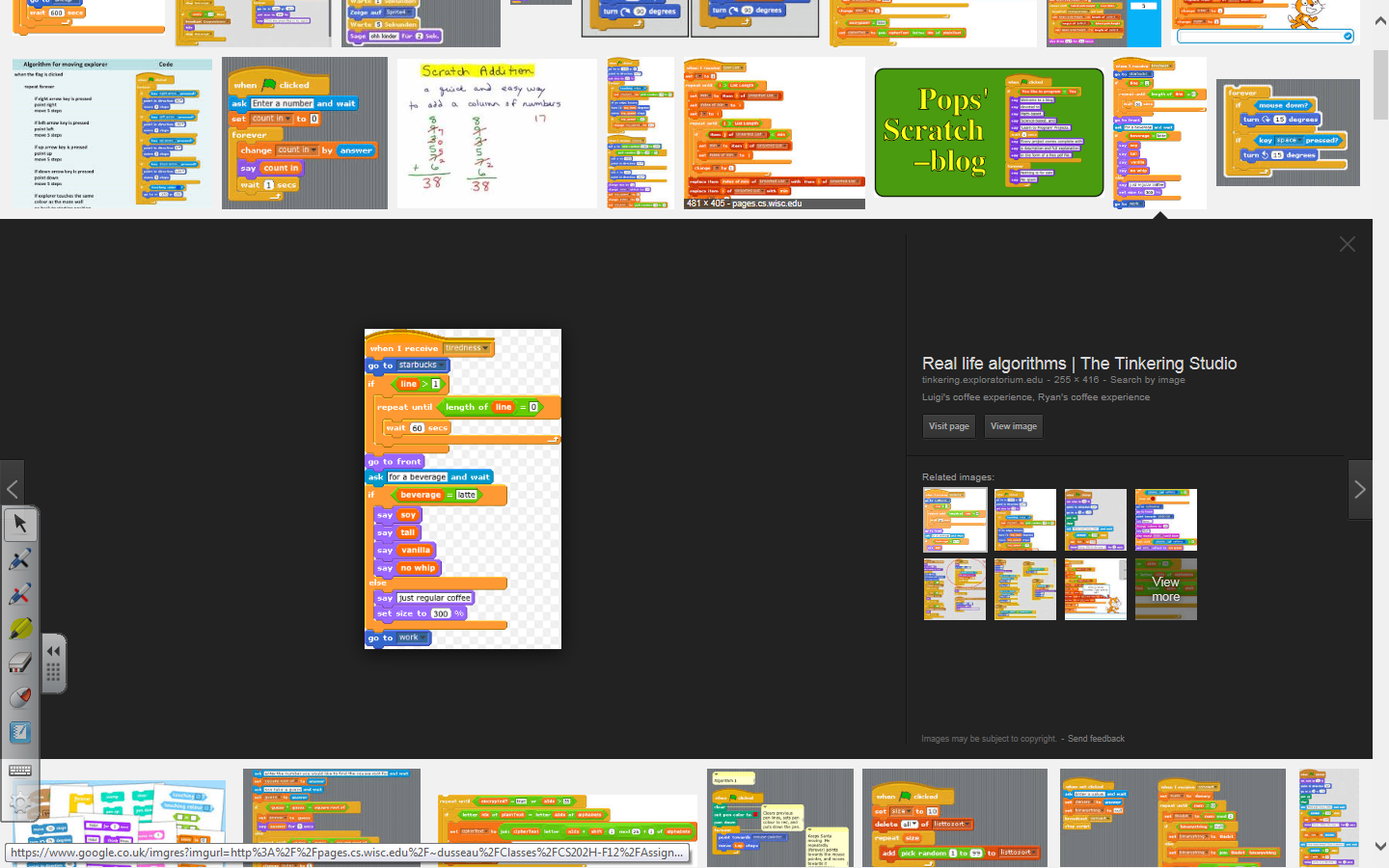
****

A password login

An algorithm to:

Add 4 + 5

An algorithm asking people to select a number between 1 and 10

**Look at the code and decide which task to complete:**

List the variables used: Click here to enter text.



Explain this code. Remember to comment on the variables and iteration.

Click here to enter text.



Explain the code. Comment on variables, iteration and the ‘if and else’.

Click here to enter text.

**Feed Forward Opportunity.**

\* ? ! .

**Add the print screen of algorithm below:**

**Add the print screen of your code below and annotate it:**