Activity 27

Interactive

1. ..... involves breaking down a problem into smaller parts..

   A. Repetition

   B. Decomposition

   C. Iteration

Answer

2. ..... cannot change their value.

   A. Constants

   B. Variables

   C. Names

Answer

3. When naming variables, the name should never start with .....

   A. CamelCase

   B. lower case letters

   C. digits

Answer

4. Conditions are ..... that need to be made in a program.

   A. loops

   B. decisions

   C. outputs

Answer

5. Flowcharts are represented with symbols and ..... .

   A. arrows

   B. feedback

   C. modifications

Answer

LIVEWORKSHEETS