

## End of Unit Quiz

Complete the quiz to check what you have learned.



### Activity 27



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**