

## 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](#)