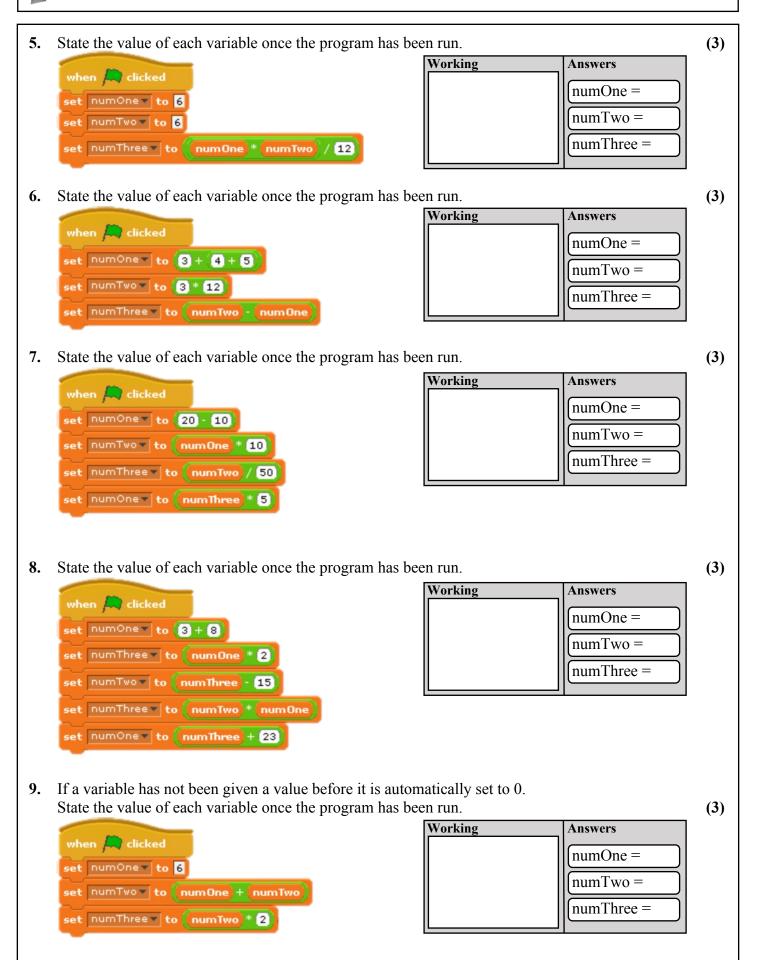
National 5 Computing Homework	Name -
Computational Thinking	Grade - / 37
Topic 2 - Values & Variables	Feedback
The Scratch program below uses three variables called "numOne", "numTwo" and "numThree" to store values. As the program runs the values stored in each variable will change. The program code and the output it generates is shown below.	
For each of the following problems, think through the code and write down the value of each variable at the end of the program. The problems will get harder and harder.	
1. State the value of each variable once the programmed of the pro	ram has been run. (3) Working Answers numOne = numTwo = numThree =
2. State the value of each variable once the programmed of the pro	ram has been run. (3) Working Answers Image: Ima
3. State the value of each variable once the program has been run. (3)	
when clicked set numOne to 6 set numTwo to numOne set numThree to numTwo to numOne	Working Answers numOne = numTwo = numThree = numThree =
4. State the value of each variable once the progr	ram has been run. (3)
when clicked set numOne to 10/2 set numTwo to numOne + 15 set numThree to numTwo / 4	Working Answers numOne = numTwo = numThree = numThree =

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N5 Homework

Computational Thinking



N5 Homework

Computational Thinking

10. Remember that a loop will cause parts of your program code to repeat. State the value of each variable once the program has been run. (1) Working Answers when 🛤 clicked numOne = set numOne 🔻 to 🙎 repeat 3 set numOne to numOne + 2 11. State the value of each variable once the program has been run. (3) Working Answers when 🦰 clicked numOne = set numOne v to 2 numTwo = repeat 2 numThree = set numTwo to numOne + 2 set numThree to numTwo + 3 set numOne to numThree **12.** An IF statement makes a decision about which code is executed next. State the value of each variable once the program has been run. (3) Working Answers when 🛤 clicked numOne = set numOne to 6+6 numTwo = set numTwo 🔻 to 🕻 numOne 🏄 2 numThree = numTwo > 40 set numThree to numOne set numThree to numTwo Now let's put it all together. Good luck with this one. 13. when 🛤 clicked State the value of each variable once the program has been run. (3) set numOne v to 1 Working set numTwo v to 2 Answers set numThree 🔻 to </u> numOne = set numTwo to numOne M numThree numTwo = set numThree to (numTwo)+(numTwo numThree = set numOne to numTwo + numThree numOne + numTwo + numThree > 20 set numOne v to 0 set numTwo to numOne set numThree to numTwo set numThree to 10 set numOne to numThree set numTwo to numOne