# Programming Basics

You will need to complete all questions below. Once you have finished please show Mr. Jamieson and you will then be able to move on to working with your first program.

## Terms:

##### In your own words please define the following terms. Be sure your definitions relate to programming.

**Character –**

**String –**

**Integer –**

**Boolean –**

**Array –**

**Variable –**

**Function –**

**Graphical User Interface –**

**Procedures -**

## Questions and Examples:

##### Please respond to the following questions. Provide examples when prompted.

What is the difference between a compiler and an interpreter?

Explain why it is important to document or comment your programs when you are writing your code.

Explain and provide an example for the following loops or conditionals. Your example can be in any language that you choose.

**IF –**

**FOR –**

**WHILE –**

## Program Design Challenge

##### Create a short question and answer game that could be played amongst 2 or more people. The number of participants is up to you. Using either flowcharts or pseudocode you will develop your game. Follow and outline clearly the proper steps for Program Design. Begin by defining the output or end result including a breakdown of the different component and then work on creating the logic using one of the two methods described before. Your game must be more than just a single question and must include options for players getting questions either right or wrong. Think of creating your game in the style of “Who wants to be a Millionaire”, “Jeopardy”, or “Trivial Pursuit”.