Programming 1 Year 8 | Theme 3

Knowledge Organiser

Variable – Sometimes we need computers to remember the information we give it. A variable can be thought of as a box (memory location) that the computer can use to store a value. The value held in the box may change or vary. A program can use as many variables as it needs.

A variable is made up of three parts:

- A name (identifier)
- A type (data type see below)
- A value (what you are storing) name = "Mr Rifai"

The variable is called **name**, its data type is a **string**, and its value is **Mr Rifai**

ΤΑ ΤΥΡΕՏ	String	Combination of characters that appear on the keyboard (alphanumeric)			
DA	Integer	A whole number			

Assignment - In order to change the data value stored in a variable, you use an operation called assignment. Different values may be assigned to a variable at different times during the execution of a program.

x = 5 #here we are assigning 5 to the variable x
name = input() #here whatever the user
types in will be assigned to
the variable, name.

Algorithm - a sequence of steps/instructions that can be followed to complete a task.

3 Programming Constructs				Selection A question is asked, depending on the answer the program takes one, two or more courses of action. x = input() if x > 5 : print("too big") else: print("just right!") 2			the answer akes one, two es of action. ig") ight!")	Iteration A process wherein a set of instructions or structures are repeated in a sequence a set number of times or until a condition is met. for count in range(1,11): print("ROVERS!") 3	
S (ID sof	a code editor (a place to write your			with ode!)		1. (2. [until some specif e.g. WHILE loop	is repe ied con	eated (iteration) continues adition is met. ted (iteration) is carried
Pyscr	Pyscripter Another IDE we h to create python							for x in range(1,6):	
Syntax incorre	Features of IDE's Syntax checks. This recognises incorrect use of syntax and highlights any errors.			Pyscripto	r	IN PYTHON	while x < 6: print x x = x + 1		print x Up to but NOT including 6!
Transl run/e	The second se		~	✓		x starts at 1. We then enter the WHILE loop. x less than 6 so we will pri		o. x is	Above is a FOR loop. x will start at 1 and then be printed. x will
to type function	Auto-completion. As you start to type the first part of a function, it completes the line for you!			~		x and add one to x. x is now 2, still less th so we print and contin			then be 2 and get printedthis will continue till x is 5!
Syntax codes	Syntax highlighting. Colour codes your code! E.g. strings in green when using IDLE			~		The code for each of the programs above outputs the same thing, 1,2,3,4,5.			