



Programming Variables

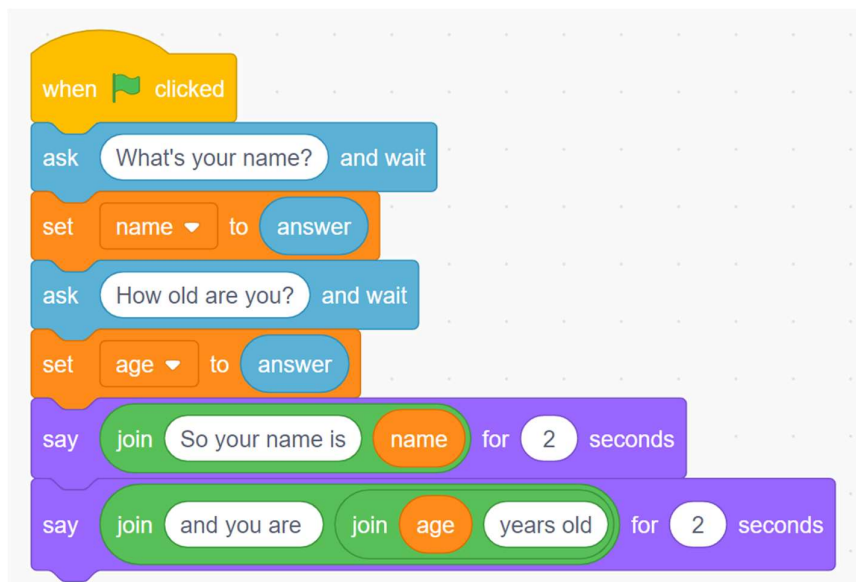
In this lesson we have looked at variables your challenges for today are to:

Task 1

Programme your sprite to ask:

1. Your name
2. Your age
3. Your favourite colour
4. What you are going to have for dinner

After each question you must store your answer in a properly named variable. After asking your questions you now should give a response using all the answers for example



Task 2

Create a calculator like the one on the video, asking for 2 numbers then adding them together