

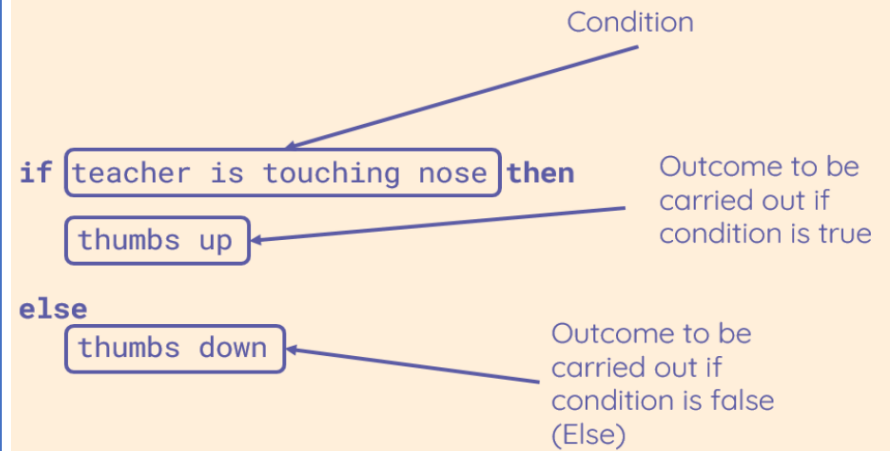
Year Merlins Computing Summer 2

Selection in quizzes

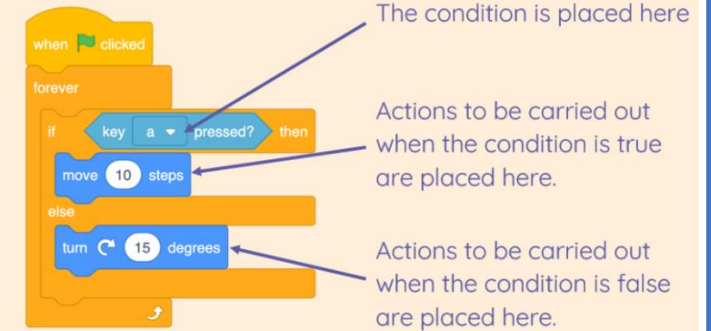


Key Vocabulary	Definition
if...then...else	Statements used in coding. "IF x happens, THEN do y, ELSE do Z."
conditions	Pieces of code that decide whether something is true or false before moving on to the next step. "IF password is correct, THEN give access to account."
selection	A decision or question.
commands	A single, simple instruction given to a computer.
algorithm	A step-by-step sequence of commands.
outcome	The result of an action or command.
binary	A numbering system that used 0 and 1 to represent all letters, numbers and symbols. 1 and 0 can be used to represent 'yes' and 'no'.
interactive	A two-way flow of information between a computer and the user.
debug	Testing the outcomes of programs, looking for errors and fixing them.
implementation	Carrying something out or putting something into effect.

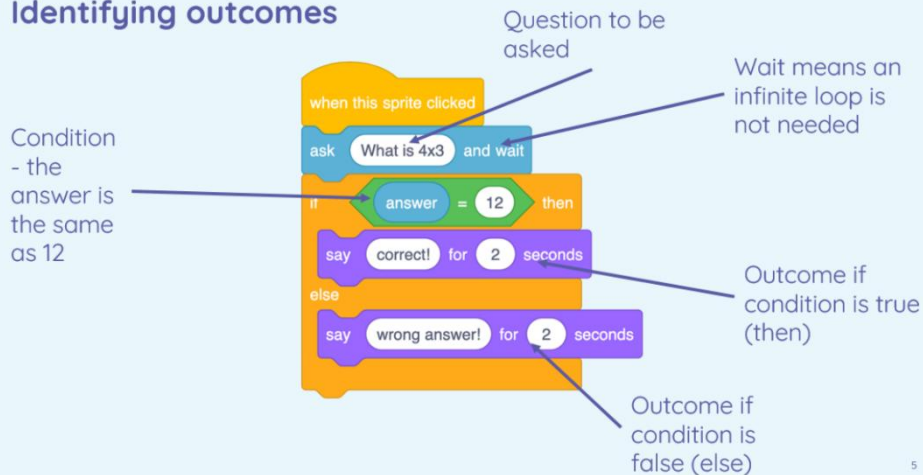
If...then...else statements.



To write programs that use selection with two outcomes, we need to use a different command block.



Identifying outcomes



You must ensure you program the correct answer in, otherwise the user will not be able to complete the quiz accurately.

In this example, the code is correct (so will not need debugging) but the 'correct' answer is wrong and will need changing.

