

SUBJECT: Computing

UNIT: EduBlocks



At the basic level there are three data types:

String

A sequence of characters, including punctuation, numbers and letters.

Integer

A number with no decimal place

Float

A number with a decimal place

Every code language used the same key coding concepts!

Sequence – the instruction in code are in the correct order.

Selection – using logical tests to make decisions and change the flow of the sequence.

Iteration – using loops to repeat sequences of code.

Conditional test uses logic to check the user input against a value:

== Values must be equal

!= Values must NOT be equal

< left value is less than right value

<= Left value is less than or equal to right value

> Left value is greater than the right value

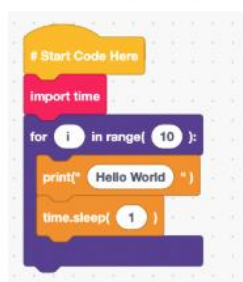
>= Left value is greater than or equal to the right value

Term	Definition	Example
Variable	A named storage container for data that can change (vary) during the program.	score = 10
Data Type	The kind of data a variable holds (e.g., text, whole numbers, decimals).	String ("name"), Integer (10), Float (3.14)
Function	A pre-written, named block of code designed to perform a specific task (e.g., printing text).	print()
Subroutine (or Procedure)	A block of code written by the programmer to perform a specific, repeatable task. Often uses the keyword def.	def draw_square():

Scratch



EduBlocks



Python

```
1 # Start Code Here
2 import time
3 for i in range(10):
4     print("Hello World")
5     time.sleep(1)
```