

Activity #3 of Data Types and Variables - CHALLENGE!!

This activity has two parts of code. The first part tells the computer what to do, the second part commands the computer to say or output the results.

1. Retype the code below in the Quorum Box for Challenge activity (or you may use a box you have open - just reset the code).
2. Replace the blanks with either the value you will assign to the variable type given (these blanks are on the right side of the equal sign), or replace with the type of variable command needed (these are the first blank on the far left).

```
text person_you_know = _____
```

```
_____ famous_astronomer = _____
```

```
_____ place = _____
```

```
integer number1 = _____
```

```
integer number2 = _____
```

```
_____ food = _____
```

```
_____ number3 = 3.5
```

3. "output" or "say" block: (replace the output command with say if you would like to instead hear what is in the Quorum console window box.)

```
output person_you_know + " met " + famous_astronomer + " at " + place + " , " + number1 + " years ago, when he/she was " + (number2 - number1) + " years old." + famous_astronomer + " exclaimed, I LOVE, " + food + ". So, " + person_you_know + " rushed right out and bought " + (number1 + number2) + " pounds of " + food + " that they ate for " + number3 + " days. "
```

4. Answer these questions in the same journal box used above for this part:

Listen to or read the lines of code carefully.

1. Were you able to run the code correctly the first time? If not, what rules of coding did you learn from your mistakes?

2. In the "Go Fish" game we played in the previous activity, you learned how to define variables. What is the trickiest part of defining variables?

3. What was the purpose of the underscores in the first section of the challenge?

4. Why were '+' signs added in the output blocks? Come up with a group consensus on their purpose.

5. Were there any improvements your group made?

