

Quiz Algorithm

An **algorithm** is a set of step by step instructions to complete a task

- algorithms can be written in lots of ways
- they are used to help plan and sequence a computer program

Quiz Algorithm

Ask the question

Get the answer from the user

If the answer is right:

Do something

If the answer is wrong:

Do something else

Move on to the next question

This is deliberately simple
I've left the thinking until later
This is an example of
abstraction - taking the
detail out to simplify a
problem

Quiz Algorithm

The algorithm needs to be in the right order.

This is called **sequence**

When the algorithm uses IF it is making a choice over what to do next. This is **selection**

When the algorithm keeps score it is using a **variable**

Quiz Algorithm

A **variable** is an area of computer memory where a value can be stored

The value can be changed or deleted and the program can use it - e.g. display it

Variables are used to store anything that a program needs to remember:

- the answer provided by the player
- the score
- the player's name