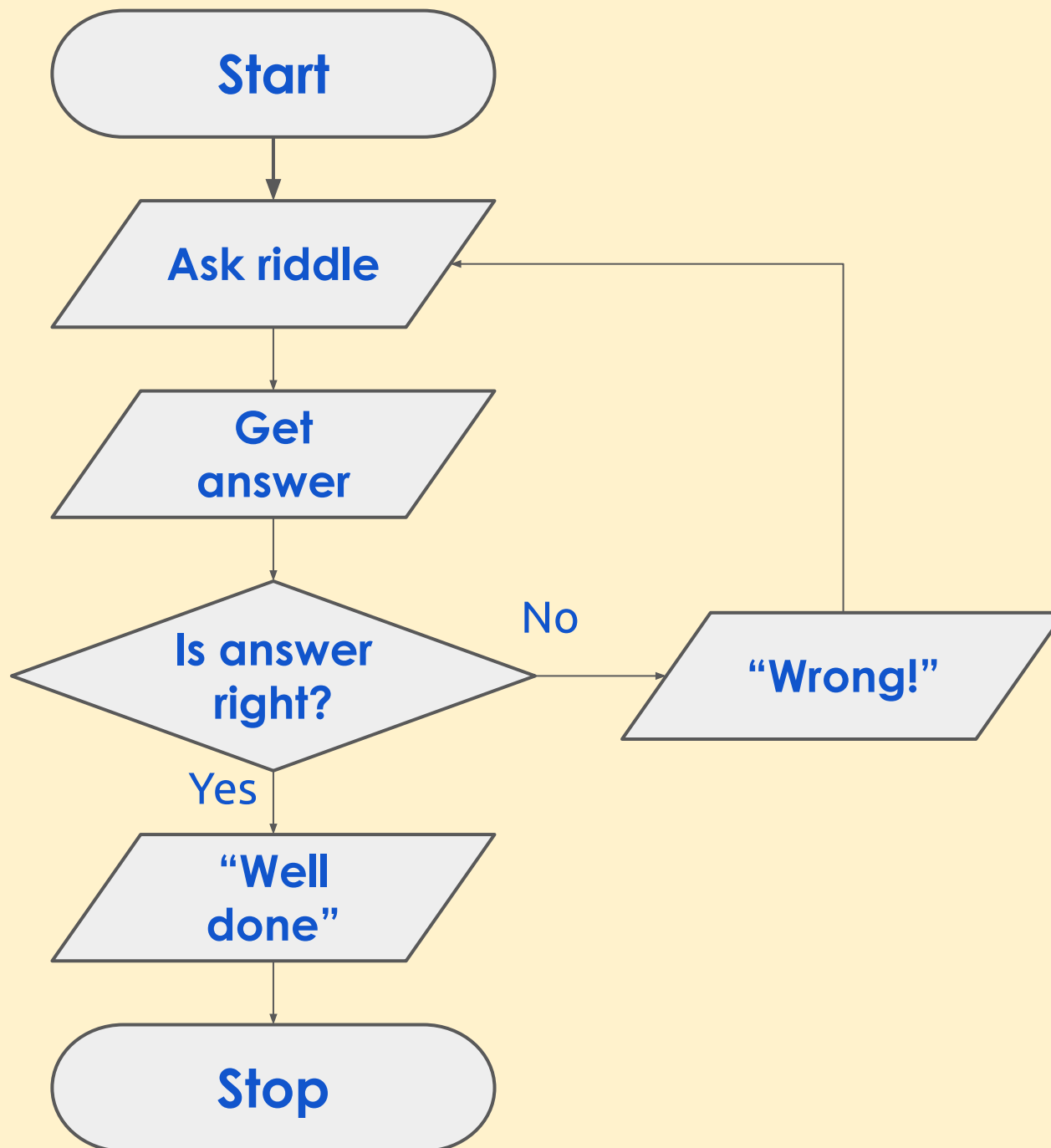


# Riddle me an algorithm

## Task:

Create an algorithm to ask a riddle

- the user needs to be able to answer the riddle
- if the answer is right a message should be displayed
- if the answer is wrong the user should be given another go at the riddle
- the algorithm should continue until the answer is correct



Action blocks could be used to limit the number of guesses a user could have

**Action**

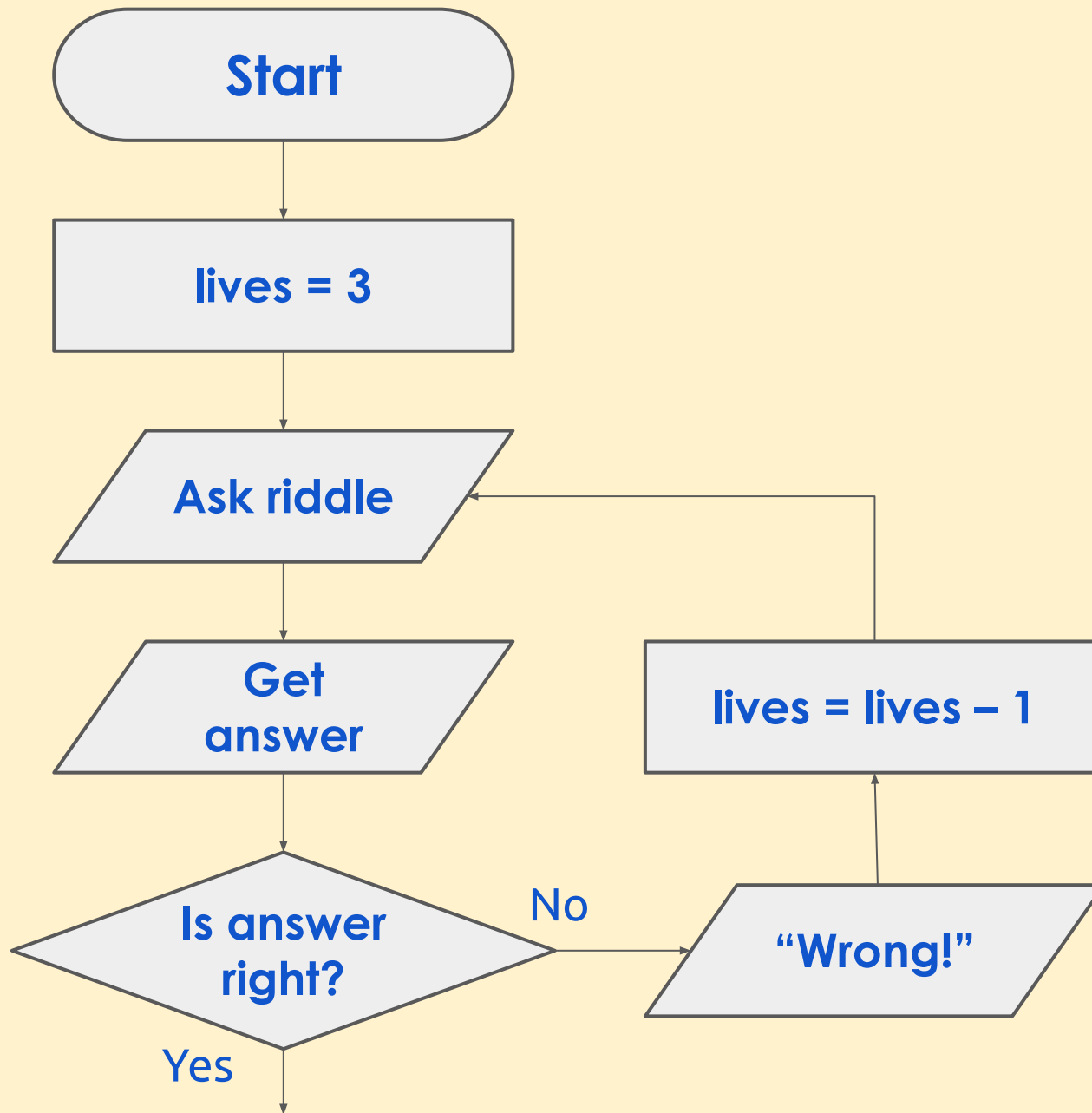
# Riddle me an algorithm

A **variable** is a named area of memory where data can be stored

This lets the program store data to use later on  
Such as: the answer given, a name, a number of lives etc...

Action blocks can be used to change the value of variables

**Action**



The decision box would need to include a way of dealing with what happens if the user runs out of lives

# Riddle me an algorithm

## Jobs for today:

In your PowerPoint

1. write definitions of **algorithm**, **sequence**, **selection**, and **repetition**
2. write a definition of a **variable** and **give an example** of what one could be used for
3. find your program from last time and continue programming