Congratulations! You passed!

Grade received 100% **To pass** 80% or higher

Go to next item

1. If you struggle with Step 3, which of the following is a good strategy? (Check all that apply.) **1 / 1 point**

- [x] Repeat Steps 1 and 2 with more examples.
  - Correct
- [x] Make a Table
  - Correct
- [ ] Skip Step 3 and start writing code

2. What percent of your time spent creating code should be spent planning? **1 / 1 point**

- ( ) 15%
- ( ) 40%
- ( ) 65%
- (•) 90%
  - Correct

3. Why should you draw a picture/diagram as you solve a problem? **1 / 1 point**

- ( ) Incorporating different avenues of processing brings more concentration.
- ( ) Creative problem solving can only be done visually
- (•) Clear and precise pictures allow you to visualize the state of the problem as you manipulate it.
- ( ) Pictures slow down your thought process, allowing you to think more deeply.
  - Correct

4. Which two of the following are the most important considerations described for Step 2? **1 / 1 point**

- [ ] What to name your functions
- [x] How you represent your problem with numbers.
  - Correct
- [ ] The names, types, and scopes of the variables you will use.
- [x] What exactly you did, in a step-by-step-fashion.
  - Correct

5. When you have almost-similar steps, it is important to find the pattern that lets you express them as repetition of the same step. Which of the following are reasons why this is important? (Check all that apply.) **1 / 1 point**

- [ ] Repetition will let you avoid testing your algorithm.
- [x] Repetition will let you generalize over how many times those steps are executed.

Correct

- [x] Repetition will let you express the code as a loop.

Correct