Program Design – 24.09.19

* Input: Can be either data or user driven, a piece of data entered into the system.
* Output: Can be outputted to the user through a screen or to memory for further use.
* Explanation of arithmetic operators and assignments: See 23.09.19 programming class, no need to stick it in notes twice.
* Explanation of if-else and Boolean statements, see 23.09.19 programming class.
* Single ‘=’ assignment, ‘==’ operation
* If-then-else statements can be nested infinitely. However, a “ELSEIF” statement is more efficient, as it requires less indentation. IF – ELSEIF – ELSEIF – ELSE – ENDIF
* Else being the terminus If the IF, and ELSEIF statements all fail.
* ENDWHILE loop = do this block of code until a condition is false.
* DOWHILE loop = executes once, and waits for a condition to be true to continue
* FOR loop = executes until a condition is met, and stops
* **TUTORIAL**