 Feynman Writing Prompts - Write out explanations of the following concepts like you are explaining it to a 12 year old. Doing this will help you quickly discover any holes in your understanding. Ask your questions on Slack.

* Variables
  + A variable allows you to save values for later use. Without variables, the values we use can only be used once and right away before it disappears. Sometimes, we need to save data and information now so we can use it later down the road. Variable holds and saves data for us for later use. Variables are also very flexible in that it can hold one, multiple or even no values depending on what the programmer needs.
* Strings
  + Strings are characters used to write messages. Characters can include just about anything including numbers, letter and special characters like @. String variables are indentified by the characters being wrapped by either double or single quotations. If application needs to ask user a question like name, a string variable is used to store that data into the memory for later use.
* Functions (arguments, return)
  + Functions are created using an expression and using the word ‘function’ for indication. They can be seen bundled blocks of code which can be reused simply by writing the name of the function followed by parenthesis. Functions are also flexible in that they can have no parameters or multiple parameters depending on the needs of the programmer. Functions can be reused over and over again which saves programmers from writing the entire instruction set over and over again every time they want to run the set of instructions. Instead, they can simply call the function name which will then run the entire bundle of code that has been already saved into a function. Note that functions can simply include one line of code of instruction or multiple set of instructions.
* if statements
  + If statements are used to test a conditional or test if a statement is true or false. Sometimes you want the code to only run if certain things are true. You might have a code that will fail students if they go below a certain test score. However, you only want to fail if they go below that score rather than every score. If statements allow you to do exactly that – only run the code that fails a student if their score is below a certain number.
* Boolean values (true, false)
  + Basically hold value of true and false. It’s a variable type used to indicate whether something is true or false, on or off. This is good if the data you want to save is involves yes or no question, true or false or on and off. One example is variable holding the data of whether you plan to go to prom. It is a yes or no question and so it would work so the answers you receive will be saved in a Boolean variable.