Programming Week 7 Workshop 1 Exercises

1. x=2 sets the value of variable x to the integer 2

x = ‘2’ sets the value of variable x to the string ‘2’

1. print(3\*x) returns 6

print(3\*y) returns ‘222’

print(x\*y) returns 22 (as the string ‘2’ has been repeated twice)

a = b+c returns an error as a string and an integer cannot be concatenated

6) A computer program is a set of instructions, written in a computer language, which tells it what to do (execute).

7) A computer language is the language humans write in to communicate instructions to a computer. Eg Python, C etc

8) Spyder is an example of an IDE (integrated development environment) which provides various tools to make coding easier eg predictive text, colouration of different types of function, object etc in your code.