**1.1.5 Procedure**

3a. The 2 sprites are cat and wall

3b. 1 script

5. A programmer could want MOVE\_INCREMENT to show a more clear command for the speed instead of just a 5

6. The Direction variable

8. It does not move if the Direction is set to 0

9. It is the most recent role because it changes the most and is always the most recent change to the cat sprite

13. The new variable is the accumulator counter

14. It’s adding up the positions of the sprite on the x axis

15. To show the total distance moved

17. To show what’s being added to the accumulator every time you click the cat

**1.1.5 Conclusion Questions**

1. The primary advantage of the fixed value is for something that is staying the same throughout the entire program.
2. Change x direction to -1 when at -249 Change x direction to 1 when at 249
3. 1. A software that counts how many clicks you make on a mouse and a software that keeps track of data usage on a phone.
   2. On the first one, it is tracking how many times you click your mouse in a given period of time. This leads me to classify it as an accumulator because it accumulates a tally of how many times you click with the mouse.
4. The accumulator adds the amount to a total amount while the aggregator shows you what is being added together