

Objectifs

- Reconnaître les types d'instruction qui compose un programme
- Employer ces instructions pour faire un jeu du pendu

Programme

instruction 1

instruction 2

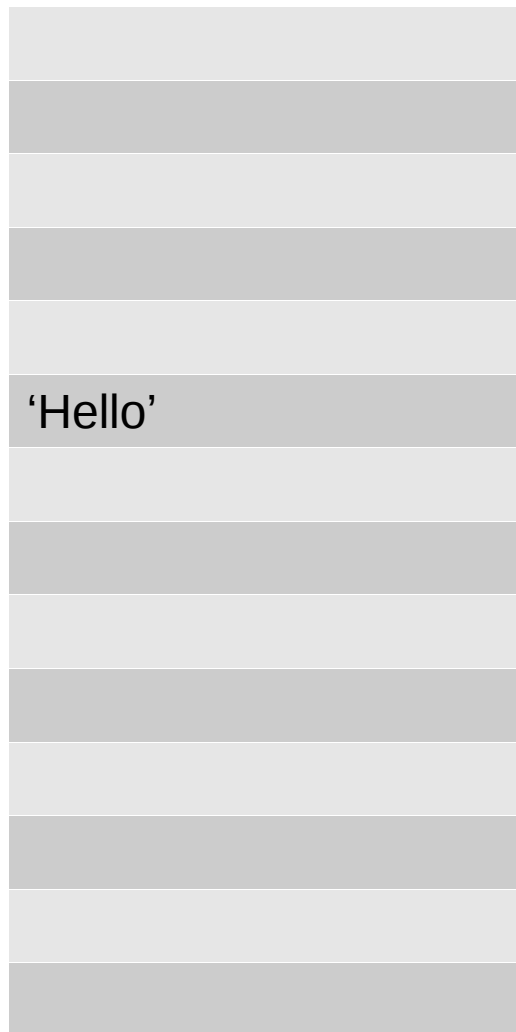
instruction 3

...



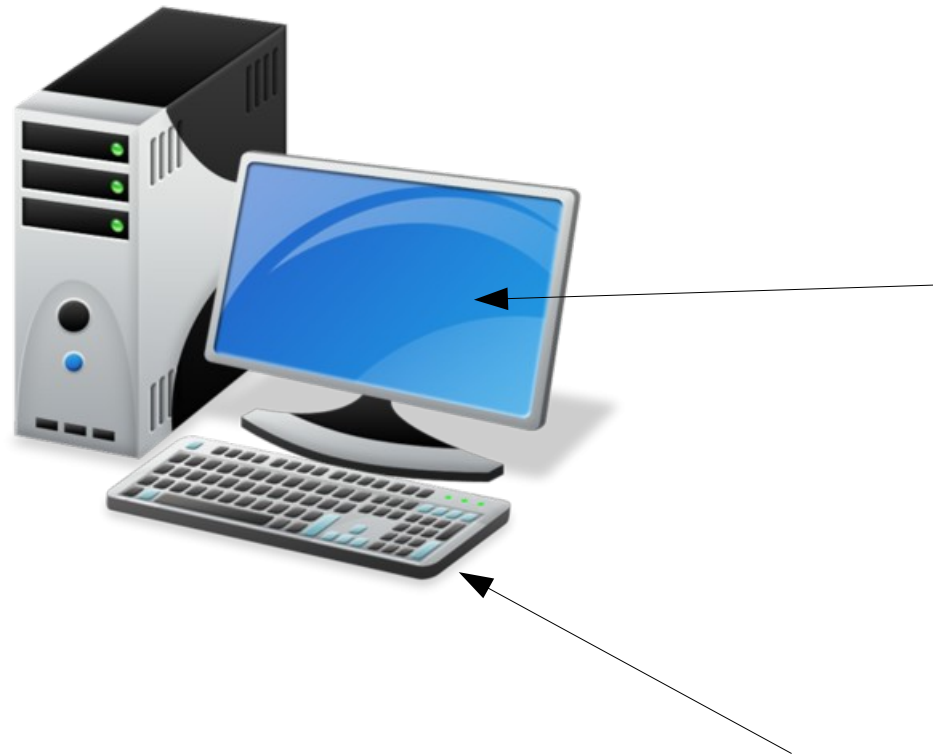
Variable

Mémoire

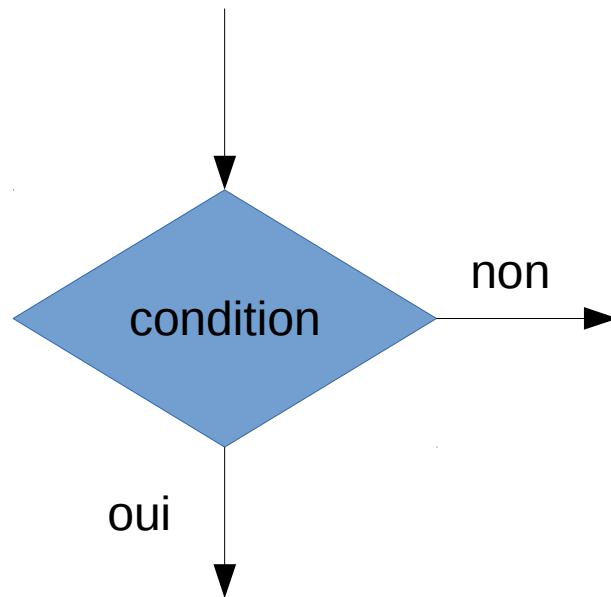


← message

Entrée/sortie



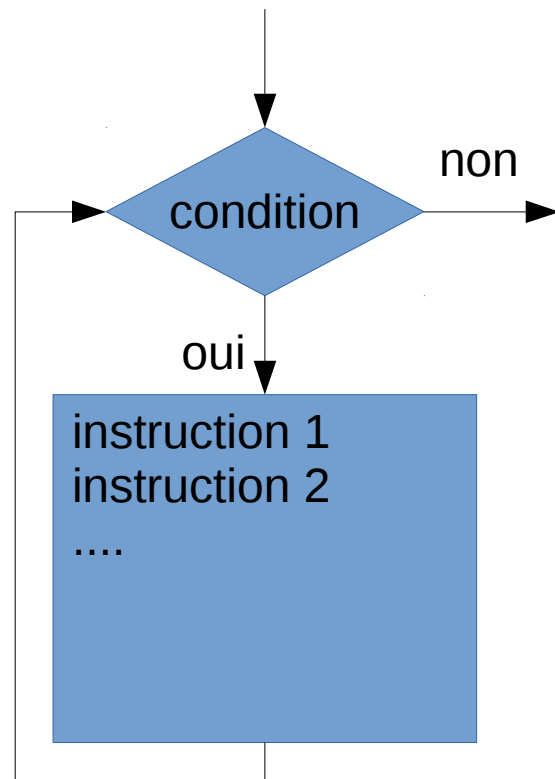
Branchement conditionnel



```
if ( condition )
```

```
else
```

Boucle



loop while (condition)



Instructions

variable = valeur

entrée du clavier

afficher une variable

tuto-hangman.herokuapp.com

if (condition)

else

loop while (condition)