

4. A user enters the value 2 when running the program below.

```
Line 1  DECLARE answer INITIALLY 0
Line 2  DECLARE numOne INITIALLY 3
Line 3  RECEIVE numTwo FROM KEYBOARD
Line 4  SET answer TO numOne ^ numTwo
Line 5  SEND answer TO DISPLAY
```

State the output.

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MARKS	DO NOT WRITE IN THIS MARGIN
1	