

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

MARKS DO NOT
WRITE IN
THIS
MARGIN

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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