Question 1:

Branching is creating multiple paths that the program can go down based on different factors. A program with no branching would follow a logic similar to run A, then B, then C every time. A program with branching starts to have multiple paths based on different conditions. For example, a program may be run 1) run A, then 2)if A>1 run B, if A<1 run C. It is a very basic way to give a complexity to a code where it is making predetermined “decisions” based on a situation.

(The program is kind of like a tree if you start at the bottom, with different branches or “paths” to start to follow to reach different leaves or “output”).