Programming blocks:



Go to the **BEGIN** block to start running your program.

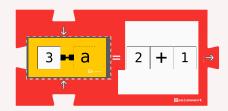




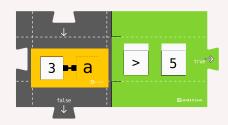
Direction blocks: Indicate where the program reading should follow.



Variable blocks: They can contain values that can be used and changed throughout a program.

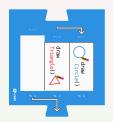


Assignment blocks: Assign values to variables.



Condition blocks: They evaluate an expression as true or false. They allow executing different code segments depending on whether the condition is true or false.





Code blocks: Set of instructions to be executed.



The **END** block marks the end of the program.