8/10

Basics of ScrewBall (SB)

Sec 1

Num 1

1.) Write a string variable named “string_1”.

S--STRING_1#

2.) How many digits past the decimal point are provided by each:

Std: sFloat: dFloat:

3.) Write a call to floor for the number 4.683.

4.) Write the comment “Have a great day!”.

//C HAVE A GREAT DAY! #

5.) Create an array named “arry1” with values 1, 3, 5, 7, 9.

A--ARRY1(1,3,5)#|(7,9)#

6.) Create a variable or constant for each: num5 => 5, pi => 3.1415 (constant), alphaZ => z

--NUM5=5# (--PI:3.1415#

Sec__1__

Num__1__

7.) Create a for loop that increments by 1 starting at position 4.

8.) Create a for loop that decrements by 3 starting at 27.

9.) Create a variable that stores the value of 6 divided by 3.

10.) Create a variable that stores the ceiling value of 6 times 5.7.

7/10

Basics of ScrewBall (SB)

Sec 1

Num 2

1.) Write a string variable named “string_1”.

S-- "string_1" #

2.) How many digits past the decimal point are provided by each:

Std: 0 sFloat: 4 dFloat: 16

3.) Write a call to floor for the number 4.683.

<7 4.683 #

4.) Write the comment “Have a great day!”.

//c Have a great day!

5.) Create an array named “arry1” with values 1, 3, 5, 7, 9.

A-- arry1 {(1,3,5,7,9)} #

6.) Create a variable or constant for each: num5 => 5, pi => 3.1415 (constant), alphaZ => z

F-- pi = (3.14,15) #

Sec 1

Num 2

7.) Create a for loop that increments by 1 starting at position 4.

```
F(A:4)
#
```

8.) Create a for loop that decrements by 3 starting at 27.

```
F(I:27)
-3#
```

9.) Create a variable that stores the value of 6 divided by 3.

```
--a = 6/3 #
```

10.) Create a variable that stores the ceiling value of 6 times 5.7.

```
f--b = 2+76.. 5.7 #
```

Basics of ScrewBall (SB)

Sec 1

Num 3

2/10

X 1.) Write a string variable named “string_1”.

- "string_1";

✓ 2.) How many digits past the decimal point are provided by each:

Std: 0 digits sFloat: 4 digits dFloat: 16 digits

X 3.) Write a call to floor for the number 4.683.

llc-4.683

✓ 4.) Write the comment “Have a great day!”.

//c (Have a great day)

X 5.) Create an array named “arry1” with values 1, 3, 5, 7, 9.

arry1 = (1,3,5,7,9);

✓ 6.) Create a variable or constant for each: num5 => 5, pi => 3.1415 (constant), alphaZ => z

N/A

Sec 1

Num 43

7.) Create a for loop that increments by 1 starting at position 4.

<-> 1, 2, 3, 4

8.) Create a for loop that decrements by 3 starting at 27.

<==> 3 - 27

9.) Create a variable that stores the value of 6 divided by 3.

NA

10.) Create a variable that stores the ceiling value of 6 times 5.7.

NA

Basics of ScrewBall (SB)

Sec 1

Num 4

5/10

1.) Write a string variable named "string_1".

5-- string1 #

2.) How many digits past the decimal point are provided by each:

Std: 0 sFloat: 4 dFloat: 16

3.) Write a call to floor for the number 4.683.

<-> (4.683)#

4.) Write the comment "Have a great day!".

// Have a great day!

5.) Create an array named "arry1" with values 1, 3, 5, 7, 9.

A-- arry1{(1, 3, 5, 7, 9)#

6.) Create a variable or constant for each: num5 => 5, pi => 3.1415 (constant), alphaZ => z

2
1

Sec 1

Num 4

7.) Create a for loop that increments by 1 starting at position 4.

F(1:arr[4])

8.) Create a for loop that decrements by 3 starting at 27.

F(-3:arr[27])

9.) Create a variable that stores the value of 6 divided by 3.

--value($\frac{6}{3}$)

10.) Create a variable that stores the ceiling value of 6 times 5.7.

<=>(5.7)

Basics of ScrewBall (SB)

Sec 1

Num 5

4/10

1.) Write a string variable named "string_1".

S--string1 #

2.) How many digits past the decimal point are provided by each:

Std: 1 sFloat: 4 dFloat: 16

3.) Write a call to floor for the number 4.683.

<4.683>

4.) Write the comment "Have a great day!".

// Have a great day!

5.) Create an array named "arry1" with values 1, 3, 5, 7, 9.

--arry1{1, 3, 5, 7, 9}#

6.) Create a variable or constant for each: num5 => 5, pi => 3.1415 (constant), alphaZ => z

--num = 5

--Pi = 3.1415

--alphaZ = z

Sec 1

Num 15

7.) Create a for loop that increments by 1 starting at position 4.

8.) Create a for loop that decrements by 3 starting at 27.

9.) Create a variable that stores the value of 6 divided by 3.

```
--A = 6/3 #
```

10.) Create a variable that stores the ceiling value of 6 times 5.7.

```
--A = <=>(6 .. 5.7) #
```

Basics of ScrewBall (SB)

Sec 1 6/10

Num 6

✓1.) Write a string variable named "string_1".

S -- string1 #

✓2.) How many digits past the decimal point are provided by each:

Std: 0 sFloat: 4 dFloat: 16

✓3.) Write a call to floor for the number 4.683.

<-> (4.683) #

✓4.) Write the comment "Have a great day!".

// Have a great day!

✓5.) Create an array named "arry1" with values 1, 3, 5, 7, 9.

A -- arry1 (1, 3, 5, 7, 9) #

✓6.) Create a variable or constant for each: num5 => 5, pi => 3.1415 (constant), alphaZ => z

Sec 1

Num 16

7.) Create a for loop that increments by 1 starting at position 4.

8.) Create a for loop that decrements by 3 starting at 27.

9.) Create a variable that stores the value of 6 divided by 3.

--number = 6/3 #

10.) Create a variable that stores the ceiling value of 6 times 5.7.

<=> (6 X 5.7) #

Basics of ScrewBall (SB)

Sec 1 3/10

Num 7

1.) Write a string variable named "string_1".

s-- string_1 #

2.) How many digits past the decimal point are provided by each:

Std: 0 sFloat: 4 dFloat: 16

3.) Write a call to floor for the number 4.683.

floor 4.683

4.) Write the comment "Have a great day!".

//c Have a great day!

5.) Create an array named "arry1" with values 1, 3, 5, 7, 9.

6.) Create a variable or constant for each: num5 => 5, pi => 3.1415 (constant), alphaZ => z

Sec 1

Num 17

7.) Create a for loop that increments by 1 starting at position 4.

8.) Create a for loop that decrements by 3 starting at 27.

9.) Create a variable that stores the value of 6 divided by 3.

10.) Create a variable that stores the ceiling value of 6 times 5.7.

ceiling 6

Basics of ScrewBall (SB)

Sec 1

Num 8 5/10

✓1.) Write a string variable named "string_1".

s--string_1#

✓2.) How many digits past the decimal point are provided by each:

Std: 0 sFloat: 4 dFloat: 16

3.) Write a call to floor for the number 4.683.

N/A

✓4.) Write the comment "Have a great day!".

//Have a great day!

5.) Create an array named "arry1" with values 1, 3, 5, 7, 9.

N/A

✓6.) Create a variable or constant for each: num5 => 5, pi => 3.1415 (constant), alphaZ => z

--num5=5# c--pi=3.1415#

--alphaZ=z#

Sec 1

Num 18

7.) Create a for loop that increments by 1 starting at position 4.

N/A

8.) Create a for loop that decrements by 3 starting at 27.

N/A

9.) Create a variable that stores the value of 6 divided by 3.

--VAL=6|3#

10.) Create a variable that stores the ceiling value of 6 times 5.7.

N/A

Basics of ScrewBall (SB)

Sec 1

Num 9

4/10

1.) Write a string variable named "string_1".

--string_1#

2.) How many digits past the decimal point are provided by each:

Std: 1 sFloat: 2 dFloat: 3

3.) Write a call to floor for the number 4.683.

<-> (4.683)#

4.) Write the comment "Have a great day!".

//c Have a great day!

5.) Create an array named "arry1" with values 1, 3, 5, 7, 9.

--arry1 (1, 3, 5, 7, 9)

6.) Create a variable or constant for each: num5 => 5, pi => 3.1415 (constant), alphaZ => z

--num5=5# --pi=3.1415# --alphaZ=z#

Sec 1

Num 9

7.) Create a for loop that increments by 1 starting at position 4.

F(--A=1 : a(4)) #

8.) Create a for loop that decrements by 3 starting at 27.

F(--A=1 : a(27)) -3#

9.) Create a variable that stores the value of 6 divided by 3.

--Variable = 6/3#

10.) Create a variable that stores the ceiling value of 6 times 5.7.

--Variable = <=>(6..5.7)#

Basics of ScrewBall (SB)

Sec 1

Num 10

6/10

✓1.) Write a string variable named "string_1".

s--string_1#

✓2.) How many digits past the decimal point are provided by each:

Std: 0 sFloat: 4 dFloat: 16

✓3.) Write a call to floor for the number 4.683.

<-> (4.683)#

✓4.) Write the comment "Have a great day!".

// Have a great day!

✓5.) Create an array named "arry1" with values 1, 3, 5, 7, 9.

arr--arry1{(1,3,5,7,9)}#

✓6.) Create a variable or constant for each: num5 => 5, pi => 3.1415 (constant), alphaZ => z

--Num5 = 5#

c--pi = 3.1415#

--alphaZ = z#

Sec 1

Num 10

7.) Create a for loop that increments by 1 starting at position 4.

For (--I : 4) 1#

8.) Create a for loop that decrements by 3 starting at 27.

For (--I : 27) 3#

9.) Create a variable that stores the value of 6 divided by 3.

-- 6/3

10.) Create a variable that stores the ceiling value of 6 times 5.7.

-- SOM = <=> (6.. 5.7) #

Basics of ScrewBall (SB)

Sec 1

Num 11

3/10

√ 1.) Write a string variable named "string_1".

s- string_1#

√ 2.) How many digits past the decimal point are provided by each:

Std: 0 sFloat: 4 dFloat: 16

3.) Write a call to floor for the number 4.683.

<4.683>

√ 4.) Write the comment "Have a great day!".

//c Have a great day!

5.) Create an array named "arry1" with values 1, 3, 5, 7, 9.

A- arry1 (1,3,5,7,9)

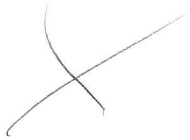
6.) Create a variable or constant for each: num5 => 5, pi => 3.1415 (constant), alphaZ => z

X

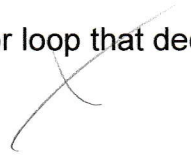
Sec 1

Num 11

7.) Create a for loop that increments by 1 starting at position 4.



8.) Create a for loop that decrements by 3 starting at 27.



9.) Create a variable that stores the value of 6 divided by 3.

-- VALUE = $\frac{6}{3}$

10.) Create a variable that stores the ceiling value of 6 times 5.7.

-- VALUE<6..5.7>