2/10

Basics of ScrewBall (SB)

Sec 2

Num 1

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

s--1

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

Std: 69 sFloat: 4 dFloat: 8

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

No

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.

:arry{(1,3,5,79)}##

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

Nope

Sec 2

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.

6 .. 5.7

Basics of ScrewBall (SB)

Sec 2

Num 2

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:	sFloat:	dFloat:
0	4	16

3.) Write a call to floor for the number 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)}#

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

Sec 2

Num 2

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

F(--I:[4]): 1#

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.

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

9/10

Basics of ScrewBall (SB)

Sec 2

Num 3

7/18

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: 8

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

--num5 = 5#

c--pi = 3.1415#

--alphaZ = z#

Sec 2

Num 3

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

```
F(k--:someArray[4]):
  #c Do... #
#
```

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

```
F(k--:array2[27]):
  #c Comment #
-3#
```

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

```
--x = (6|3)#
```

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

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

Basics of ScrewBall (SB)

Sec 2

Num 4

10/10

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

-- num5 = 5 #

C -- pi = 3.1415 #

S -- alphaZ = "z" #

Sec 2

Num 4

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

```
F(--K: arr[4]): (Something) #
```

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

```
F(--L: arr[27]): (Something) -3#
```

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

```
Std num = (6|3) #
```

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

```
Std num2 = <=>(6 .. 5.7)#
```

Basics of ScrewBall (SB)

Sec 2

Num 5

4/10

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

-- string1

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

Std: 6 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

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

Sec 2

Num 5

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.

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

Basics of ScrewBall (SB)

Sec 2

Num 6

7/10

✓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.

```
A--arry1ε{1,3,5,7,9}#
```

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

```
--NUM5=5#
--cpi=3.1415#
-alphaZ=z#
```

Sec 2

Num 6

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

For (--I = 1 : arr[4])

1 #

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

For (--I = 1 : arr[27])

-3 #

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

--I = 6/3 #

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

--I = <=>(6., 5.7) #

Basics of ScrewBall (SB)

Sec 2 5/10

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.

<_>(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#

c--pi = 3.1415#

--alphaZ = z#

Sec 2

Num 7

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.

--val = 6.3#

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

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

Basics of ScrewBall (SB)

Sec 2

Num 8

7/10

√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--arr1{(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 2

Num 8

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

F(-I=0 : array[4])

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

F(-I=0: array[27])

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

-I = (6/3)#

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

-I <=>(6*5.7)#

Basics of ScrewBall (SB)

Sec 2 5/10

Num 9

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!".

16 Have a great day!

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

A--array1 = (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 2

Num 9

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

X

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

X

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.

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

Basics of ScrewBall (SB)

Sec 2

Num 10

9/10

✓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)3#

✓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 2

Num 10

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

F(--I : all [4])

1#

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

F(--I : all [27]

3#

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

--I = 6|3#

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

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

Basics of ScrewBall (SB)

Sec 2 6/10

Num 11

✓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.

A--arr1=(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 2

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 = 6/3#

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

--value = (=>(6..5.7)#