

# Code Club

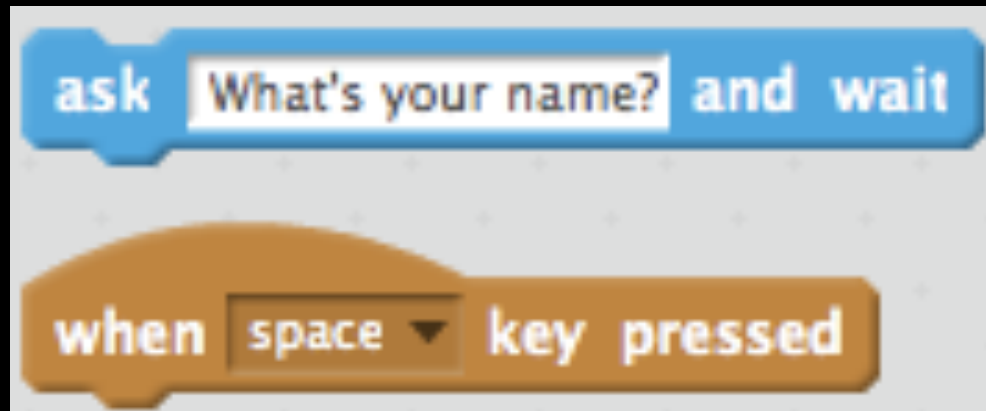


## concepts

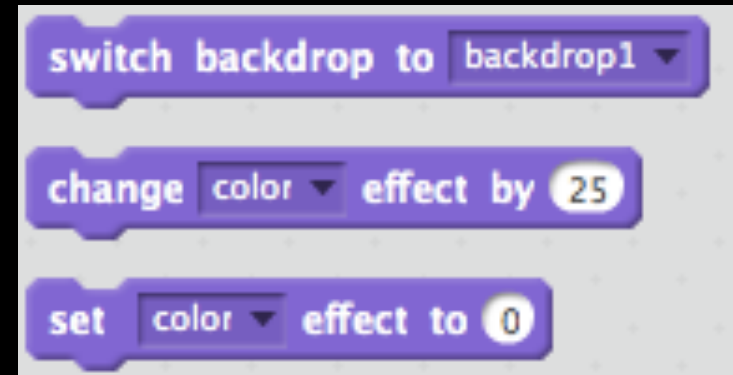
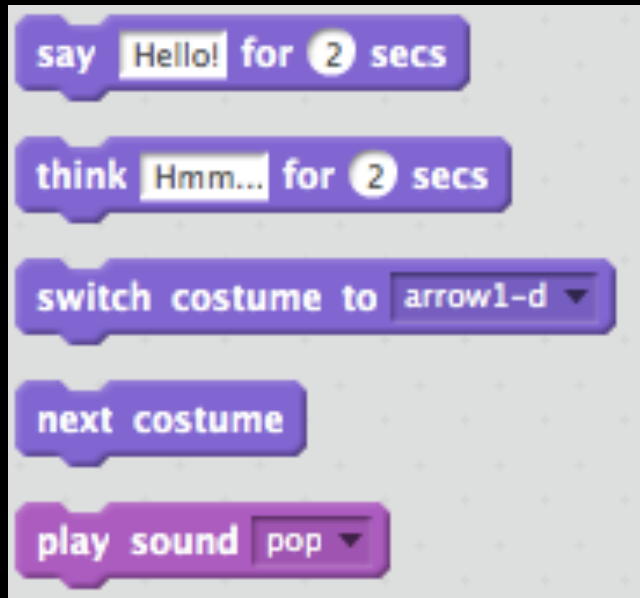
# Iteration – repeating things



# Input – get information



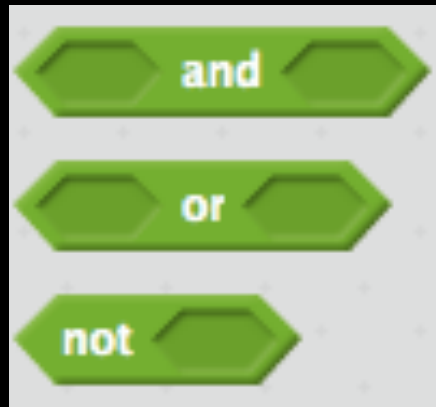
# Output – display information



# Control structures - decisions

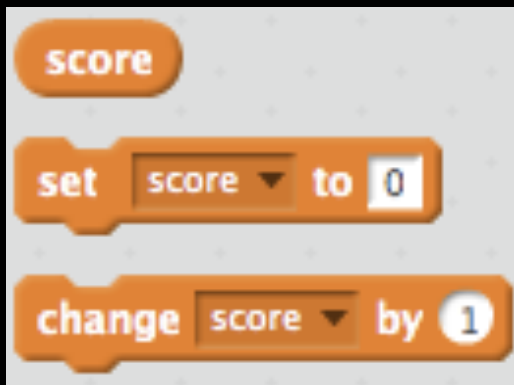


# Logical operations - tests



# Data – keeping track of things

## Variables

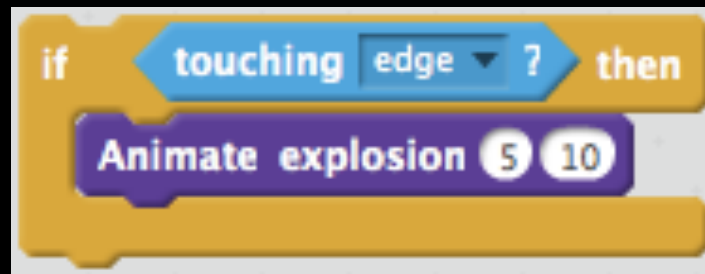
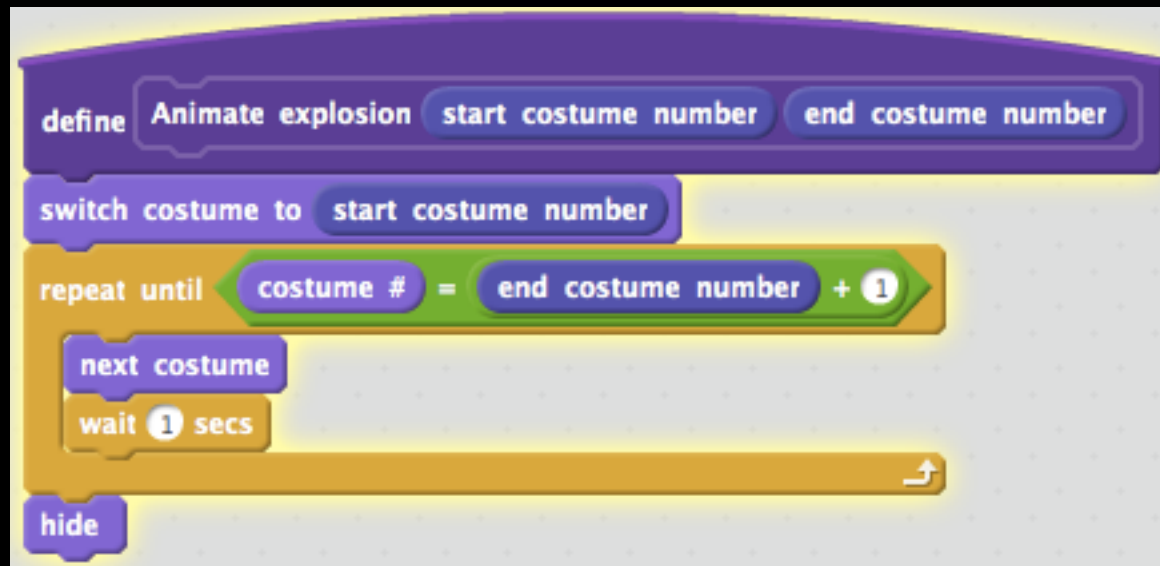


## Lists



Setting data values when a program starts is called **initialising variables**.

# Functions - custom commands





# Questions?

