**Trace Tables – Activity 2**

Look at this pseudocode. What is its purpose?

index ← 1

x ← 0

y ← 0

REPEAT

x ← index \* index

IF x > 9 THEN

y ← x \* 3

OUTPUT y

ENDIF

index ← index + 1

UNTIL index = 5

Draw a trace table for this algorithm.