# CodeCamp Programming Course – Oct 2015

## Teaching Programming Concepts

### Variables

Equipment needed:

Buckets

Numbers

Words

### Hello World

**Purpose**: *To teach the concept of variables*

**Scenario**: *The program should store a person’s name and say hallo to them.*

For this to work, we will need 1 bucket with a label ‘firstName’. One person is given the role of the program and one person the user. We also need 2 functions. One to store the name and one to repeat the name back to us. The steps are as follows:

1. User starts/invokes the program
2. User invokes the store function
3. The program runs the store function and stores the name away
4. User invokes the hello function
5. The program runs the hello function
6. The hello function invokes the getName function
7. The program says ‘hello <name>’ to the user

### Actors

User, main program, storeName function, getName function, sayHallo function, variable bucket

### Detailed Actions

The user prods the program who springs to life

The user then invokes the function on the program passing his name

The function stores the name in a bucket for later use

The user then invokes the sayHallo function on the program

The function invokes the getName function

The getName function retrieves the name from the bucket passing it to sayHello

The sayHello function then prints out ‘Hello <name>’