visual programming

Input/Output

Simulation

Bachelor of Information Systems
Institut Teknologi Del

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Learning Objective(s)

This material should address the following question(s).

- How to accept input and send output?

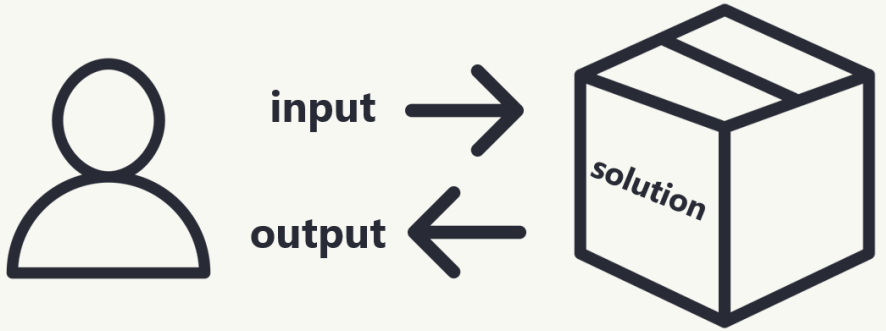
Discussion Point

User-Solution **Interaction**:
A Simulation.

Name Shouter

- The user should entry a name into the solution.
- The solution accept the input and display an output `"My name is <name>"`.

- An example:
  - If the user enters `"Mario"` then the solution should output `"My name is Mario"`



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