




 PREV

Lesson 15. Capstone project: choose your own ad



NEXT 

Lesson 16. Repeating tasks with loops

Unit 4. Repeating tasks

In the previous unit, you learned to write code that automatically makes decisions based on input from users or computations done within the program. In this unit, you'll write code that can automatically execute one or more statements.


Often you'll find yourself wanting to do the same task over and over again in code. Computers don't mind being told what to do and are especially great at doing the same task quickly. You'll see how to use this to your advantage and write code that will get computers to help you repeat tasks.

In the capstone project, you'll write a program that will tell you all the words you can make, given a set of letters. You can use this program when you play Scrabble to help you make the best words with tiles from your hand!

[Recommended](#) / [Playlists](#) / [History](#) / [Topics](#) / [Settings](#) / [Get the App](#) / [Sign Out](#)

 PREV

Lesson 15. Capstone project: choose your own adventure

NEXT 

Lesson 16. Repeating tasks with loops