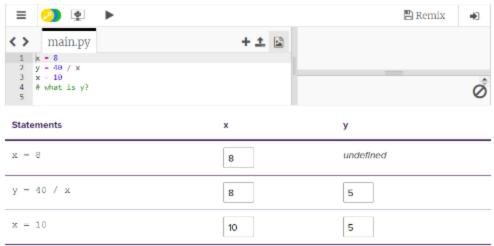
atatement to the last, you can predict variable values.

1

Examine how the variables are **initialized** and updated throughout this small program. To do this, you can hand trace a program, recording the values of variables in a table. Hand tracing a program with a trace table allows you to follow your program, step by step, and record the values of each variable. Create a trace table for the following small program. Hand trace the values of each variable, recording how they change (or don't change) with each line of code.



Hide

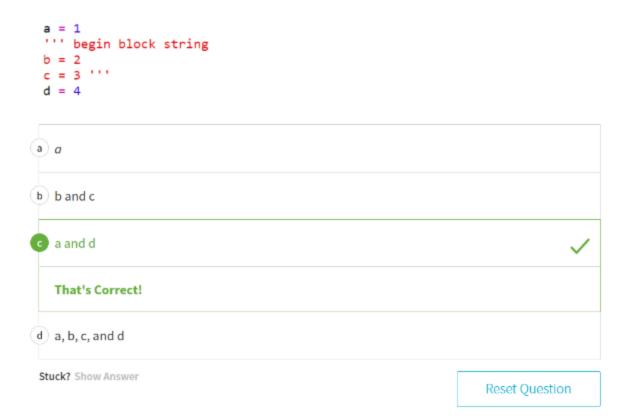
## 2. Yes

 $oxed{3}$  Using new values for x and y, create a trace table to predict the value of y.

Statements	х	у
x = 4	4	undefined
y = 48 / x	4	12
x = 8	8	12

4. Yes

In the code below, which variables (a, b, c, and d) will be created and assigned values?



Save and run the program again. What does the first section of code do? What is a better variable name for x?

It creates the body for the spider. A better name would be spiderBody

