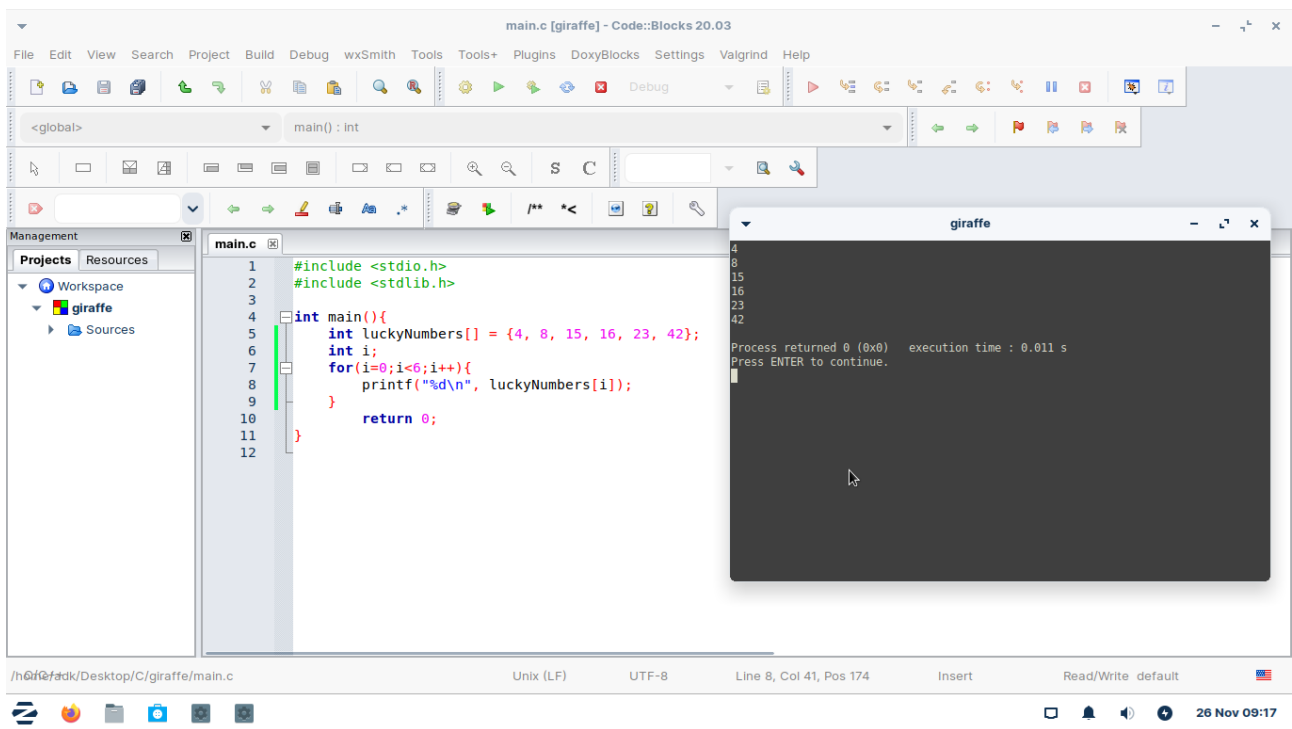
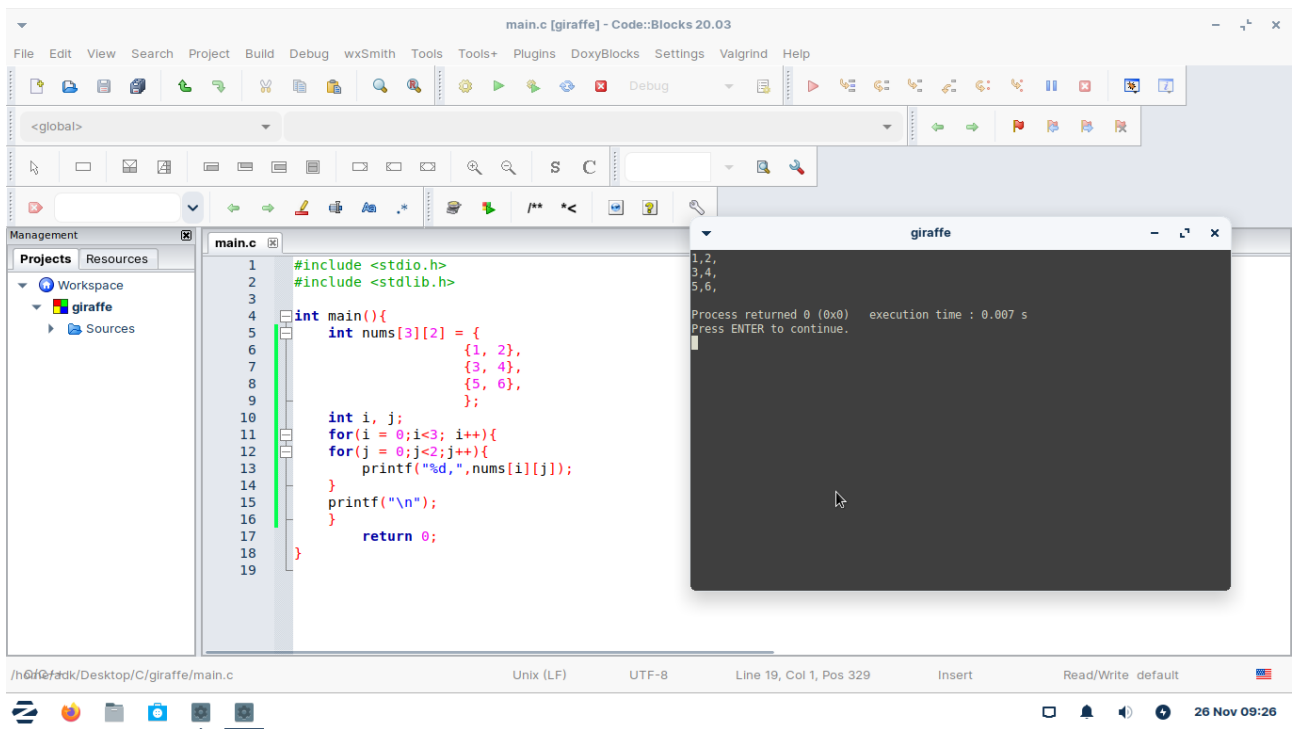


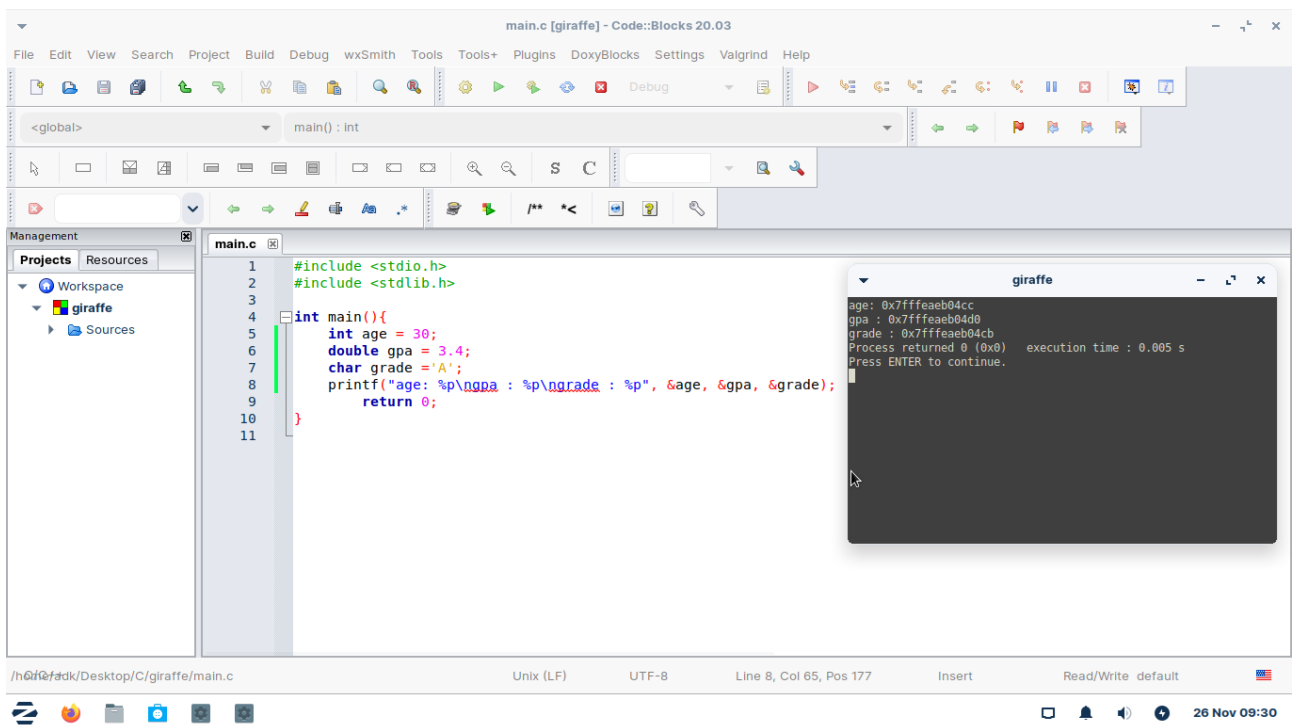
## Building a guessing game



## For loops



## 2D arrays & nested loops



## Memory addresses

