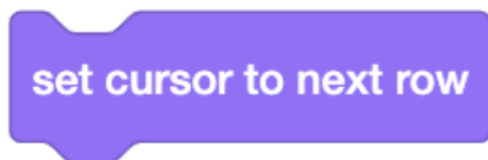
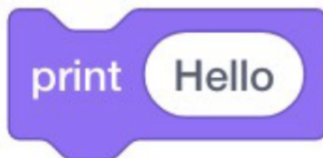
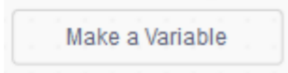


CISC 1003 - Variables

We will be using the VR.VEX environment for our class: <https://vr.vex.com/>

Variables

Use the following icons:



- Make a variable called count and set its value to 10.
- Print Countdown on one line, then move to the next row (line).
- Using a repeat loop print out the value of count. Each one on a new line.
 - Print out the value of count.
 - Then count change by -1.
- When the counting is done, write on a new line blastoff.
- Make sure you click on the monitor icon to see the results of the console.

Submitting Projects/HW:

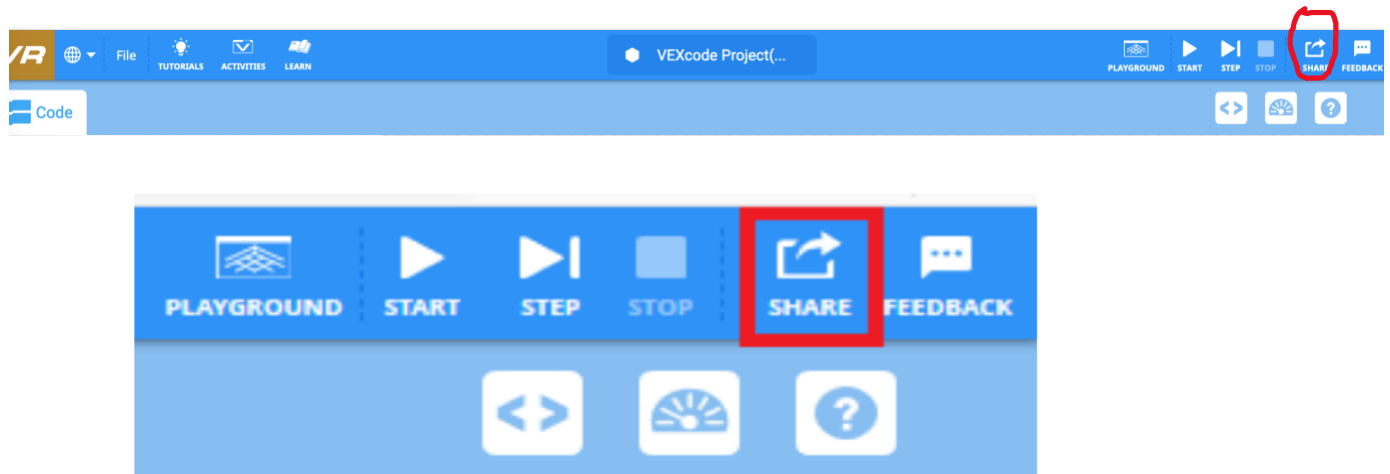
When submitting your assignments, please submit the following:

- PDF of the code
- VEXcode Project
- Screenshot of the playground after the program has stopped.

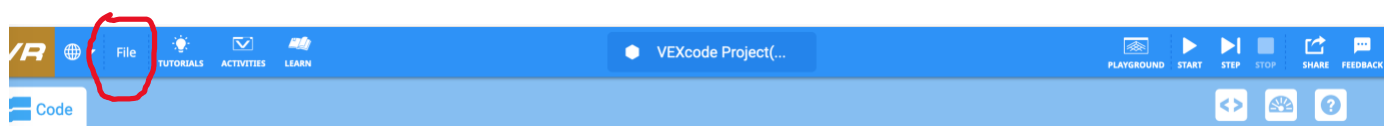
Your submission should include these three files, Name your document file using your Last name.Firstname and The lab name. E.g., Doe.Jane.obstacleavoidance.pdf, etc..

How to get these items:

- PDF of the code: share the code to get the PDF image of the program



- VEXcode Project: In the VEX code project go to: File, Save to Your Device



- Save a screen shot of the robot playground that showed what the robot after the program is complete:

<https://www.theverge.com/2019/11/8/20953522/how-to-take-screenshot-mac-windows-pc-iphone-android>

- Adapted from material by Prof. Lawrence Goetz