



**WORK  
ZONE**



## Factorial

- Different types
- Overflows
- Loop vs Recursion



## Shrinking Car

- Working equation
- Normal speeds
- Super high speeds



## Shifting

- Shifting is adding a zero on the end
- Multiply by the base (analogy to base 10)
- Multiply by 10





## Upper Case

- ASCII Characters
- Range check



## Odd or Even

- Using modulo
- Using AND



## Do While False

- Break as goto



## Nested Loops

- Inner loop counting to outer loop