Subject 5 Activities

ACTIVITY 1: Class discussion (NO CODE) -
Think of things that we could use loops?

ACTIVITY 2: Class discussion (NO CODE) -
Explain in basic terms the difference between
FOR and WHILE loops and when to use them

ACTIVITY 3: Class Game - Jenga

ACTIVITY 4: Try it out - Let's look the updated Home Lights Automation code
 1. How many loop statements are there in the Automated Lights code?
 2. Why did we choose the looping method we did?

ACTIVITY 5: Try it out - Lets checkout and run our MazeSolver code
Although the logic is more complex that what we have seen so far, we can see
that through the use of Loops and Conditionals, we can make a character
move around a two-dimensional map from a starting point to an ending point.

ACTIVITY 6: Come up with a unique use case for Looping that we see in our
normal day