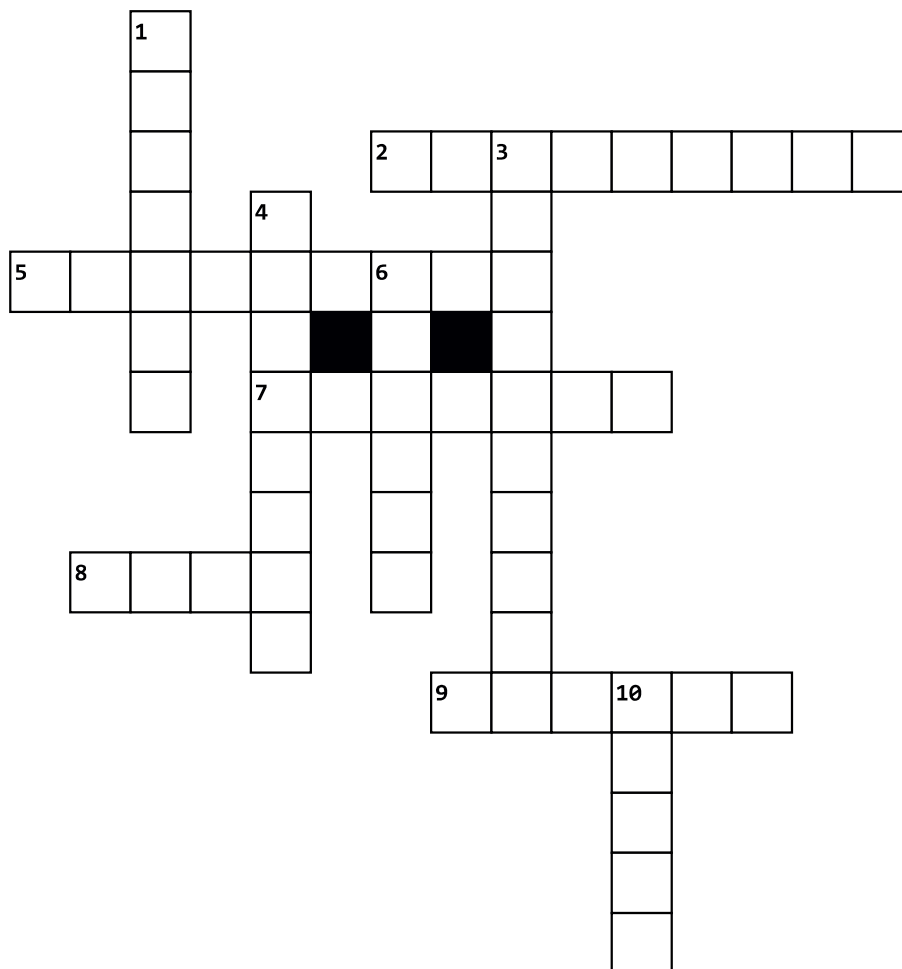


Programming fundamentals



Across

- 2. Character within a string
- 5. Symbols used to perform operations on variables and values.
- 7. Whole numbers
- 8. Decimal numbers
- 9. Text (inside quotes)

Down

- 1. True or False
- 3. The process of giving a value to a variable. The assignment operator is usually =.
- 4. A named storage location in a program that holds a value. The value can change while the program runs.
- 6. Information that a program sends out to the user. This can appear as text on screen, sound, images or printed documents
- 10. Data that is entered into a program. This can come from a keyboard, mouse, sensor or a file.