05. **Programme Development.-Identifies the Uses of Variable & Bugs**

Refer the page no.60, 61,62,63,64,65,67 of Text book & answer the questions.

1. What is a Variable?

2. How assign values to variables, give three example.

3. Create the variables that you have written above and assign the value for them using scratch software.

4. Study page no.63,64,65,66 & create the scratch programme to the following incident.
    *   Add two numbers
    *   Find the area of a square

5. Bugs may occur when developing a programme.write three reasons for that.

6. Fill in the blanks with suitable words.

   Errors in a programme are called ………………, While the elimination of such bugs is called………………………..