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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.....