

# List

A variable can store one value, a list can store many. Each value will have a place in the list.



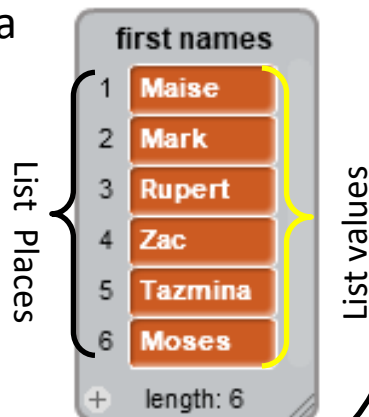
## Lists & Shelves

Programming lists are like shelves where every place has a name which identifies its precise location. Just like shelves you can put something into a specific place on a shelf or just add it to the last empty shelf.



## Programming Lists

Programmers can refer to, remove or replace a specific value in a list. Simple lists could be used to store users high scores in a game, collect data from a sensor or store names in a class.



ask Type a name to add it to the list. and wait

add answer to first names

The user can add their own name to a list.

ask Type a name to see if it is in the list. and wait

if first names contains answer ? then

say join answer is in the list. for 2 secs

else

say join answer is not in the list. for 2 secs

A user can check to see if a name is in the list.

ask Add a name to the top of the list. and wait

insert answer at 1 of first names

Add a name to the top of the list.