

Name _____ Class _____

Answer these questions

Find the part where the user puts their name into the program

Find the part where a condition is checked

Find the part where a variable label is read and a value is shown for the first time

Find the part where a backdrop is switched for the second time

Find the part where the program pauses until a key is pressed

Find the part where two joins are used to allow more sections of text or variables

```
when clicked
  switch backdrop to boardwalk
  ask What's your name? and wait
  set username to answer
  say join join Welcome to my wonderful world username . Press space to continue.
  wait until key space pressed?
  say join username , I was worried you wouldn't want to go on. for 4 secs
  ask join username do you like cars? (Yes or no) and wait
  if answer = yes then
    switch backdrop to polution
    say join They ruin the environment username for 5 secs
    say How could you! for 2 secs
  else
    say Good choice for 2 secs
```

1, What does the program say after you press space?

2, What is the name of the orange variable you can name?

3, What is the name of the blue variable you can't name?

4, How many times is the username variable used in a sentence or phrase?

5, If you don't answer yes to the last question what happens?

6, List all the different ways a variable is used in this program