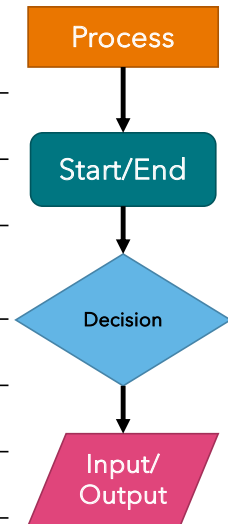




COMPUTING

9.2

Data Types	A data type a particular kind of data item, as defined by the values it can take, the programming language used, or the operations that can be performed on it.
Variable	A space inside the computer's memory that stores a piece of data - for example, a score, or a name
Global Variable	A variable that can be accessed from anywhere inside a program.
Casting	Casting is when you convert one data type into another data type. For example, casting an integer into a float
Selection	This is used to let the use select an option within the algorithm. This is normally written with IF, ELIF and ELSE.
Subroutine	Subroutines are chunks of reusable code, used to separate a program into modules.
Array	An array is a data structure that stores multiple values of same data type.
Append	Term used to describe adding a new value to an array



Integer: 2

Float: 1.5

Character: @

String: "Hello"

Boolean: True



COMPUTING

9.2

Selection Statement

```
if Option == "a":
    print("You have selected A. Child Absence")
elif Option == 'b':
    print("You have selected B. Speak to AL")
else:
    print("Try again")
    Option()
```

Array

```
ListName = ['milk', 'eggs', 'bread']
```

Iteration

```
while score < 10:
    print("goal!")
```

Global Variable

```
Name = input()
```

Print Statement

```
print("Hello")
```

Subroutine

```
def ChapterOne():
```

Casting

```
num = int(0)
```