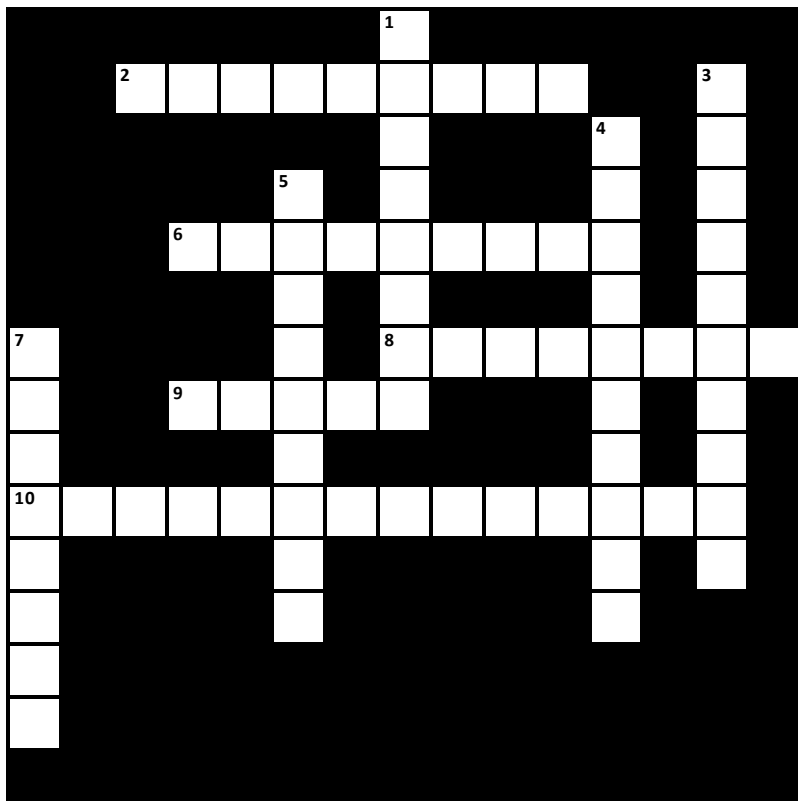


C 1



Across

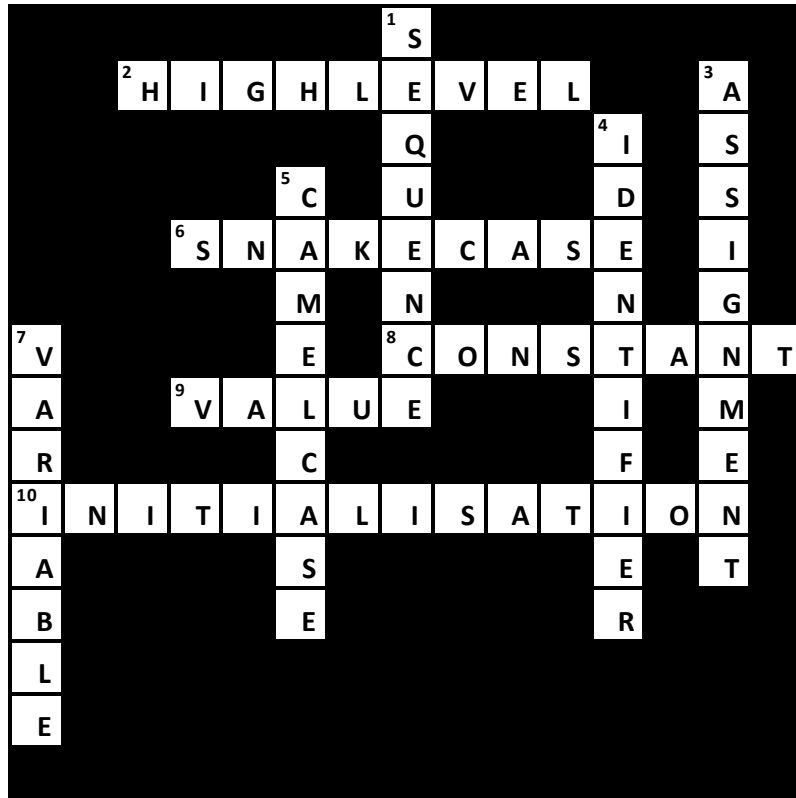
- 2 Languages such as C, Java, Python; closer to how humans think (4,5)
- 6 A method of having each word in a variable name separated by an underscore. E.g. player_name (5,4)
- 8 A value that doesn't change when the program is run (8)
- 9 The actual data which is stored in a variable. E.g. 9 or 'g' (5)
- 10 What happens when you first put a value into a variable (14)

Down

- 1 Instructions executed one after the other (8)
- 3 The process where a value is placed into a variable. E.g. score = 7 (10)
- 4 A variable name or constant name is also known as this (10)
- 5 A way of writing variable names where each word starts with a capital. E.g. PlayerName (5,4)
- 7 An identifier which points to a location in memory which stores a value which can be changed when the program is run (8)

Covers keywords from reading 11 (R11)

S 1



Across: 2 High Level, 6 Snake Case, 8 Constant, 9 Value, 10 Initialisation.

Down: 1 Sequence, 3 Assignment, 4 Identifier, 5 Camel Case, 7 Variable.

Covers keywords from reading 11 (R11)

Across

- 2 Languages such as C, Java, Python; closer to how humans think (4,5)
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