Class - VII.   Subject - Computer.   Topic - L - 5 (Worksheet)

Q1 Fill in the blanks:-

1. _____are used to handle decision making and control flow in your projects.

2. Each variable in a program must have a _____ name.

Q2 Write the names of

1. Maths block   _____ _____

2. Boolean blocks   _____ _____

Q3 Write the rules for naming a variable.

Ans. _____

_____

_____

_____