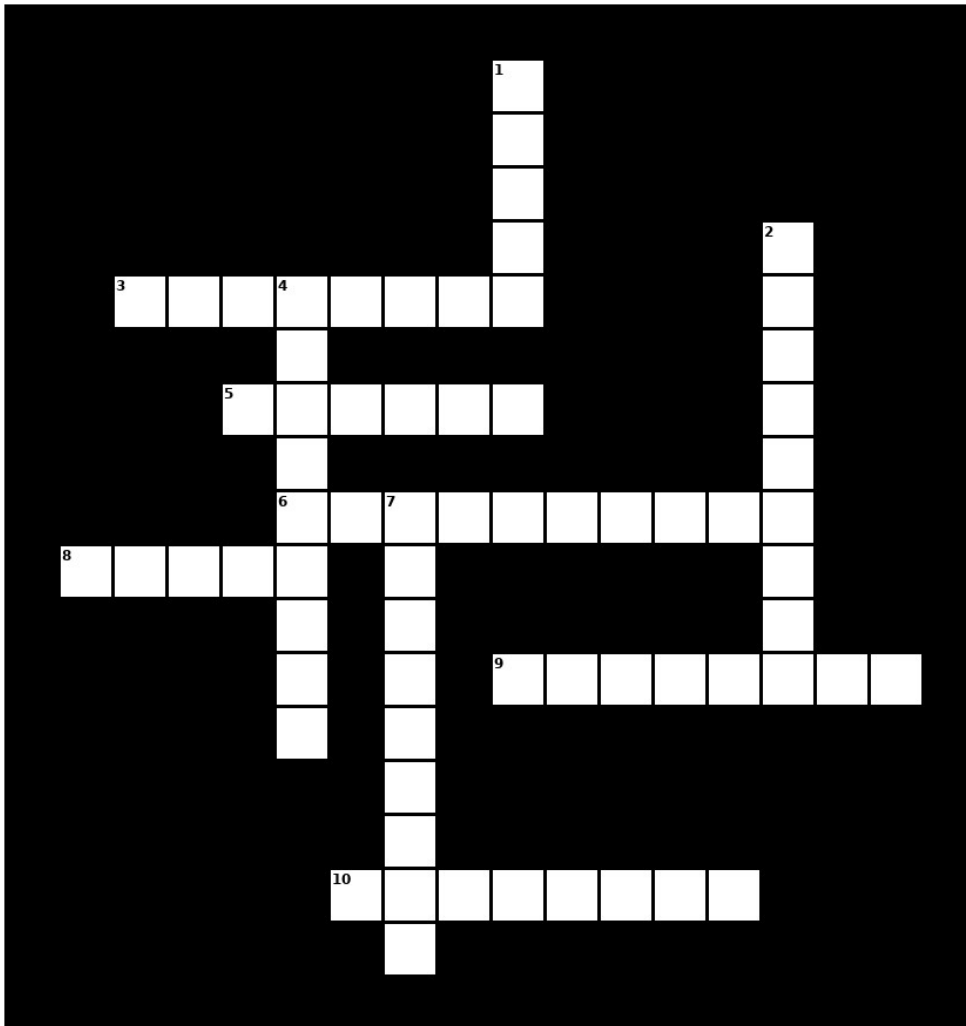


## 2.2 Programming fundamentals - Crossword 2: Programming constructs

**Instructions:** Use the definitions to complete the grid. Write answers without spaces, hyphens, slashes or punctuation.



### Across

- 3. Named storage location whose value can change.
- 5. One construct placed inside another construct.
- 6. Putting a value into a variable.
- 8. Variable often used to track how many times something has happened.
- 9. Instructions executed in order.
- 10. Named value that should remain the same.

### Down

- 1. Loop that repeats while a condition is true.
- 2. Expression that is evaluated as true or false.
- 4. Repeating a block of code.
- 7. Code structure that chooses a path based on a condition.