

1

Sketch a description of a program that you would like to be able to write by the end of this class. Be as specific as possible, feel free to use diagrams.

2

What are some terms or phrases used in the context of computers or computer programming that you don't understand, but would like to?

3

Write a program that has a variable.
Set that variable to a number.
Print out the current value of the variable.

Add a number to the variable.
Print out the following on a single line:

```
+ THE_NUMBER_YOU_ADDED = THE_CURRENT_VALUE
```

For example:

```
+ 3 = 14
```

Now subtract a number from the variable.
The value of your variable *must* now be set to 12.
Print out the following on a single line:

```
- THE_NUMBER_YOU_SUBTRACTED = THE_CURRENT_VALUE
```

For example:

```
- 2 = 12
```

4

Write a program that outputs ASCII Art containing your name (first or last).
http://en.wikipedia.org/wiki/ASCII_art

The output can be as lines long as you would like, but every line must be no wider than 80 characters. You are welcome to experiment with characters outside of the standard ASCII range. Each letter must be at least 3x3 characters.

Each program must include (in a comment) your name, the date, and the course information. They may contain other comments.