



Unit 1: Program Basics and Displaying on Screen

In Unit 1 you learned program basics and how to use statements to build one (or more) title screen(s).

Objectives:

- Try these additional tasks to practice what you learned in Unit 1.

1. Display your name at various places on the screen by pressing [enter]. Use **Pause** and **ClrHome**.
2. Display the individual letters of a word at different places on the screen so that the user has to figure out what the word is.
3. Design a 'word search'. Place a letter at each position on the screen using Output() and make some words appear in there, too. Be sure to make some words go in different directions! Remember, spelling counts!