**Course checklist\_1**

**3.1.1 Constants, variables and data types**

* data and information
* constants
* variables
* data types
* purpose of data types

**Students should:**

* Understand what is meant by the terms data and information
* be able to describe the difference between a constant and a variable
* understand when to use constants and variables in problem solving scenarios
* understand the different data types available to them. As a minimum, students should know about integer, Boolean, real, character and string data types and how these are represented in the programming language(s) they are using
* be able to explain the purpose of data types within code
* understand and be able to program with 1 and 2 dimensional arrays
* be able to use NOT, AND and OR when creating Boolean expressions and have experience in using these operators within coded solutions.