

```

# Start code here
Num1 = 0
for i in range(4):
    Num1 = 6 + i
    if Num1 > 10:
        Num1 = Num1 - 2
        print(Num1)
    else:
        Num1 = Num1 - 4
        print(Num1)
    
```

Num1 = 0 is a variable

For i in range is iteration

> Means greater than

IF is an example of selection

print is an example of an output

The number 4 is an integer

The three programming constructs are:

- Sequence
- Selection
- Iteration

Glossary

Sequence	A list of instructions that follow a logical order.
Selection	An outcome that depends on whether a certain condition is met.
Iteration	A process of repeating steps.
Variable	A value that can change.
Input	The process of entering or adding data into a system
Output	The process of retrieving or displaying data from a system
String	Characters inside speech marks.
Integer	A whole number
Syntax	Rules of the programming language
Algorithm	A list of instructions used to solve a problem.