Key questions

- What is an algorithm?
- How is an algorithm different from a program?
High Score Boxes

Clicking a box will reveal its number; your task is to find the highest number and enter it below.

Highest number:

Enter answer here...

Submit
As an algorithm

set the maximum_so_far to the first number

for each other number:
  if the next number is larger than maximum_so_far:
    set maximum_so_far to the number

At the end, maximum_so_far contains the largest value
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At the end, maximum_so_far contains the largest value
ask Type in a score and wait
set max so far to answer
repeat 4
ask Type in a score and wait
if answer > max so far then
  set max so far to answer
say join High score was max so far for 10 seconds
Scratch

- **when** clicked
  - **ask** Type in a score and wait
  - **set** max so far to answer
- **repeat** 4
  - **ask** Type in a score and wait
  - **if** answer > max so far then
    - **set** max so far to answer
- **say** join High score was max so far for 10 seconds
when clicked

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if answer > max so far then

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say join High score was max so far for 10 seconds
when clicked

ask Type in a score and wait

set max so far to answer

repeat 4

ask Type in a score and wait

if answer > max so far then

set max so far to answer

say join High score was max so far for 10 seconds
max_so_far = int(input("Type in a score: "))

for i in range(4):
    score = int(input("Type in a score: "))
    if score > max_so_far:
        max_so_far = score

print("High score was", max_so_far)
```python
max_so_far = int(input("Type in a score: "))
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Supporting Resources

- Computer Science Field Guide on Algorithms

- High score interactive