

SWITCHED ON

Computing

BOOK 2

Unit 2.2

Unit 2.2 End-of-unit Knowledge Quiz

Start

What are the sets of rules used when programming a computer game?

- 1) Inputs
- 2) Algorithms
- 3) Outputs

Unit 2.2 End-of-unit Knowledge Quiz

UserName, you've answered **6 out of 6** question(s) correctly
in **1 minutes 13 seconds**.



[Review your answers](#)