

<u>Across</u>

4. Repeating a certain part of the code

6. Data type that stores characters

9. Function used to retrieve user input

10. True or False `

11. Code lines that will not be executed

<u>Down</u>

1. Spaces at the beginning of a code line

2. Containers for storing data values

3. One of the keywords to use to write a loop

- **5.** Function to use when displaying a message to the screen
- 7. How "else if" is written in Python
- 8. Whole numbers