Unit 2: Assigning Values to Variables

Application: A Mystery

In this Application for Unit 2, you will write a program that uses some simple assignment statements and arithmetic to perform some coding 'magic.' Skill Builders for Unit 2 should be completed prior to this activity.

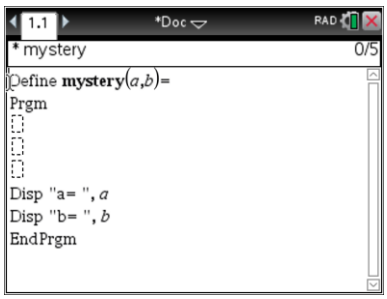
Objectives:

- Write a program from given instructions
- Use the assignment statement
- Discover the mystery inside a program

Program Mystery

Write a program that takes in two arguments, *a* and *b*, and then:

- Adds **a** to **b** and stores the result in **b**
- Subtracts **a** from **b** and stores the result in **a**
- Subtracts **a** from **b** and stores the result in **b**
- Displays **a** and **b**



Store and test your program. What is the effect? Does it work with *any* two numbers?

At first glance it appears that the same value (see the subtraction instructions) is being stored in *a* and *b*. But, is it?