1. Explain the meaning of the statements shown here, both in AP CSP pseudocode and App Inventor. For example, suppose the variable *X* has the value 10 before the statement is executed. What value would it have after the statement is executed.

|  |  |
| --- | --- |
| X ← X + 1 |  |

1. One aspect of abstraction is that it helps to reduce details to focus on what's relevant. How does the use of a variable, such as *dotsize*, instead of a value, such as '5', help to reduce detail and focus on what is essential in this program.

**Portfolio Reflection Questions**

**Make a copy** of this document in your Portfolio Assignments folder and answer these questions in the spaces below. Once complete, turn in this assignment according to the steps given by your teacher.

[3.2 Paint Pot Tutorial Curriculum Page](https://course.mobilecsp.org/mobilecsp/unit?unit=22&lesson=150)

Answer the following questions:

1. Explain the meaning of the statements shown here, both in AP CSP pseudocode and App Inventor. For example, suppose the variable *X* has the value 10 before the statement is executed. What value would it have after the statement is executed.

|  |  |
| --- | --- |
| X ← X + 1 |  |

**Answer**

|  |
| --- |
|  |

2. One aspect of abstraction is that it helps to reduce details to focus on what's relevant. How does the use of a variable, such as *dotsize*, instead of a value, such as '5', help to reduce detail and focus on what is essential in this program.

**Answer**

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| --- |
|  |