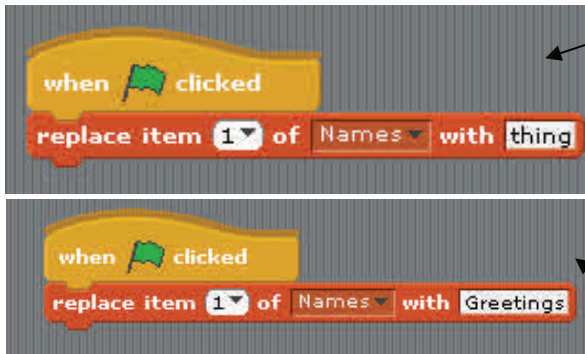Computer Programming -
Lists 3
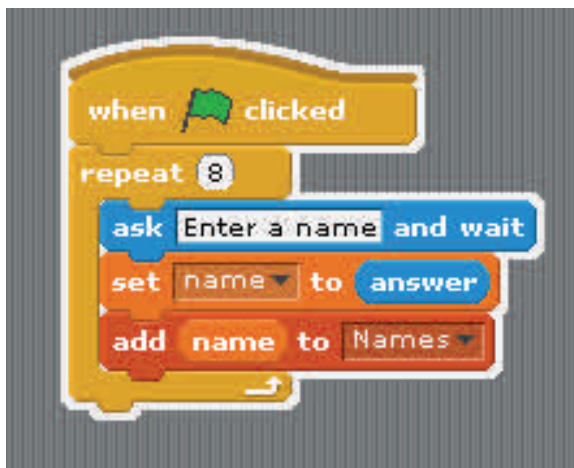
If it's closed, open up the program you saved called *Lists1*.

Write the code a shown on the left. The *add thing to Names* command block is available in the variables palette.; Run the code and inspect the list. You'll notice that the word *thing* has been added to the list. This command block allows us to write anything to the list, when we need to.

Assemble the piece of code to the left as shown but then change it to what is shown below it. That is, replace the word *thing* with the word *Greetings*. Run it and you will see that the first word in the list has been replaced by *Greetings.* Change the code so that you replace word four with the word *Goodbye.*

Write a new program as shown to the left. Run the program and CAREFULLY add the following words to the list. *Now, is, day, of, the, rest, your, life.*

Write the code shown on the left. As you can see, it will write the word *the* at the third position in the list. Run the code. Now change that line so that the word *of* is inserted in position 8. The list should now read *Now, is, the, first, day, of, the, rest, of, your, life.* You now have the ability to insert any-thing at any position within a list.