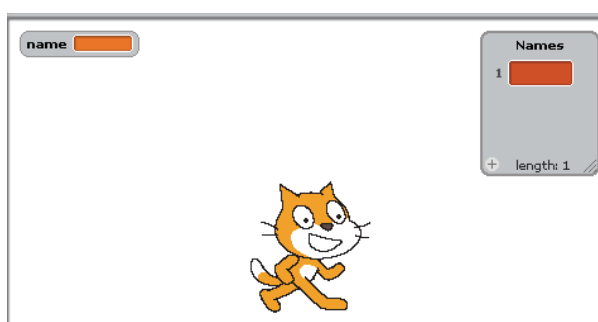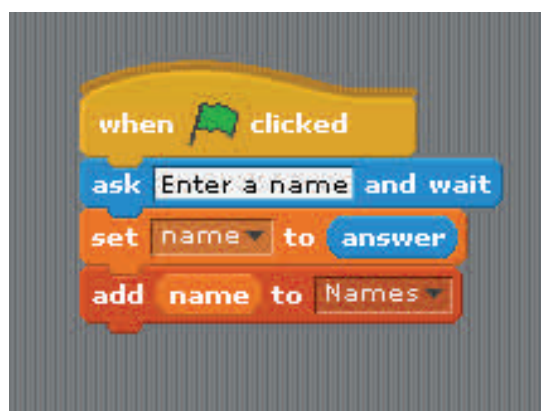# Computer Programming - Lists

In most programming languages, the word Array is used to describe a function that is used to store a series of data. In SCRATCH the word used is list but it is quite similar. Enter the following program into scratch and watch it run. Try to work it how it works.

First go to variables and click on make a list. Call the list Names. Also make a variable called Names. On the stage you will see that these two variables are showing and are empty.
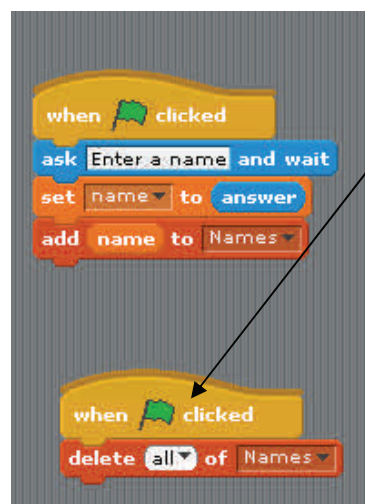

Now write the following program and run it.

You will see that the name you entered is stored in the variable called Name, and also in the list.

Run the program again and enter a different name. You will see that the first name you entered has been overwritten by the second variable in the variable Name, but that it has been added to the list so that there are no two names in the list.

Now write a second piece of code as shown to the left. It's purpose as you can see, is to delete the contents of the list. You must click on the appropriate When Clicked block to run the code. Use this whenever you are asked to.

Save your program as Lists1. Then go to Sheet 11.