How can I make my code more efficient?

| Word | Definition |
|---------------------|---|
| Pattern Recognition | Spotting patterns between different pieces of data |
| Generalisation | A way of quickly solving new problems based on previous problems we have solved |
| Simulator | A piece of equipment that is designed to represent real |
| Condition | Something agreed upon or necessary if some other thing is to take place |







Someone had to code the program to make electronic kettle change colour at different temperatures.

- When the 'on button' was pressed what colour was displayed?
- At what temperatures did the colours change?
- Was there a pattern? What was the order of the colours?
- At what temperature did the water start to bubble? What temperature did the kettle turn off?







their code before downloading their code.

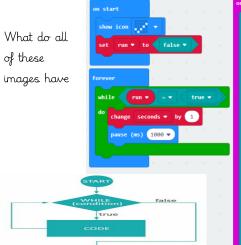
Take this rollercoaster simulator for example.

What they think the benefits of using the simulator might be?

What other jobs have simulators? Why do you think this is?









What would this code look like?

