demo print hello world demo
user was able to regurgitate the demo steps.
TASK: print name
'name' col of 'variable' is confusing
'variable' tab should be closed
User Q: what is variable?
no need for 'variable' tab (?)

click print
user wanted to explore other options (aka tabs): loop, array - curious about the
content of each
explains the meaning of "array"

add flexibility - no need to add in values to boxes before dragging it to main
if print - no need to print error message - output would be "empty string"

User was able to complete task successfully
user wanted to close the function - create trash can.

analogy to calculator - save button on programmable calc.

what is an array: explanation: think of array as a series of cabinets - each can
store something
no need to make array store the same data type
starts from 0
what if u want to access more than 1 indices.
no save button to save the array - need to implement that
need a max cap on the array size?

medium task: loop
demo: print # 1-10
not clear of the 'run' 'stop' buttons
NEED TO IMPLEMENT CLEAR and 'CLEAR ALL' BUTTONs - clear the output
TASK: print even #s from 0-10
was able to do it - dragged the function to trash when done.

HARD task: method call
make a summation method: make variables; how to declare new variable?
ex: int var1;
    int var2;
    int sum = var1 + var2;

method call and method NEW - very confusing
should we write the code rite on the method tab? w/o dragging it to main?
automatically opens a new "method" window to replace main window
"save and go back" button
should we even have a method?

DATRIS GAME:
boolean: evaluate math expression
limit to how many misses? time?
boolean - true or false - separate the button into 2
string + number
no exit button for game - need to add exit button (x) in the corner

THREE TASKS FOR THE NEXT INTERVIEW:
1) print numbers (combining print and loop functions)
2) DATRIS
3) FIND THE BUG