



4.1.1 Local and Global Variables

- 1) State **one** difference between local and global variables and give **two** reasons why it is good practice to use local variables.

[3 marks]

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- 2) There is a variable called `Row` in the subroutine `SetUpBoard`.
There is also a different variable called `Row` in the subroutine `LoadGame`.

Explain why these two different variables can have the same identifier.

[2 marks]

