Linear search algorithm

One way to search is to start at the beginning and work your way through one number at a time

This is called a **linear search** - it works in a line

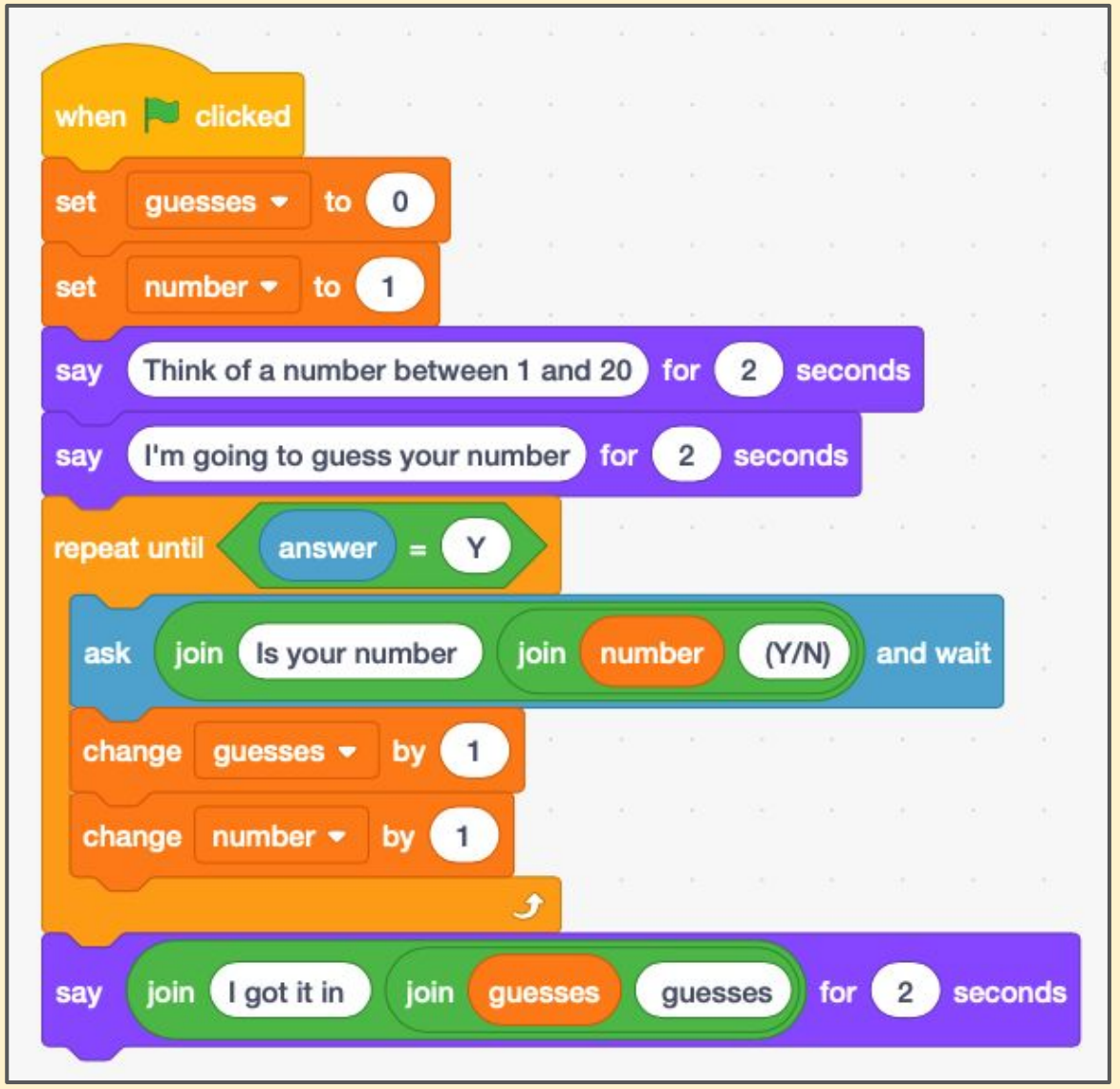
In lots of ways it’s easier to do a linear search. But it’s not as **efficient** if there are lots of numbers.

Linear search algorithm

Here's an algorithm for a linear search:

```
SET guesses to 0

SET start to 1

WHILE number not equal to start:

  Add 1 to start

  Add 1 to guesses

PRINT ("found it in" + guesses)
```

Linear search algorithm

Here's a way to program a linear search in Scratch

The user has to say Y or N when they're asked