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Fig. 2 shows part	of the array, with	4 students.		
		Fig.	2	
		Stud		
ළ 0	0 60	1 30	2 45	3
Days of the week	180	60	0	60
vs of t week	200	30	0	20
a g	60	10	15	15
For example, stud	100	35	30	45
	e day of the week program that takes			
•••••				
			•	
	6			
	6			
	5			
	S			

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Q2	
	(e) Heath needs to work out the average number of minutes spent playing computer games each day for the class, which contains 30 students. Write an algorithm to output the average number of minutes the whole class spends playing computer games each day.
	[6]