



CODING GLOSSARY



A

Action
Something that an object does – such as move or hide.

Algorithm
A set of steps to solve a problem.

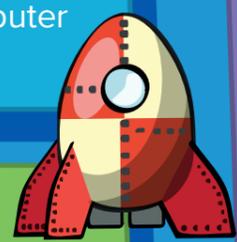
App
Abbreviation for application: a computer program or piece of software that you can download onto a computer or mobile device.



I

Input
An action such as clicking on a button on screen using a keyboard or mouse, or tilting a tablet.

Instructions
A list of commands in a computer program, i.e. code.



P

Parameter
A value given with an action. For example, when programming an object to move, the object's speed is set as a parameter.

Pixel
A tiny square or dot on a computer screen used to build up images and text.

Pointer
The object that represents the position of a mouse or finger on screen.

Program
A set of instructions in a programming language or code that tells a computer what to do.

Properties
The values of an object that are stored, such as how big it is or where it is on screen.



S

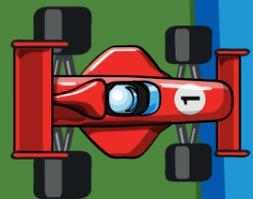
Selection
A way of making a program automatically choose to run a particular piece of code if a specific condition is met.

Sequence
To place programming instructions in order, each to be executed one after the other.

Sprite
A graphic that is made up of a series of frames.

String
A value made up of letters and/or numbers.

Syntax
The rules about the form that commands need to take and how commands should be written. Having the correct syntax means using the correct number of things like brackets and commas, and including any parameters that are needed.



B

Boolean
A value that has only two possible options: true or false.

Bug
A mistake or problem in a computer program.

L

Loop
A repeating set of instructions.

M

Message box
A pop-up box that gives information to the user.



O

Object
Something on screen, such as a picture, button or piece of text.

Operator
Code that manipulates, checks or compares values in order to return a result that the program can use. An operator can for instance perform a mathematical calculation or check if a value is true or false.

Output
The information produced by a computer system for its user. Digital outputs are typically displayed on a screen or played through speakers. Physical outputs can take the form of print-outs or the control of motors in physical systems.



D

Debugging
Correcting mistakes in computer code.



E

Error
A mistake or bug in the code.

Event
Something that can happen when a program is running, such as a mouse being clicked, a key being pressed, or an amount of time passing.

Execute
To run a program, i.e. to make a program follow the instructions in its code.



R

Random
Something that happens by chance rather than being planned or set.

Repetition
A way of making a program execute a piece of code again and again, at certain time intervals, a set number of times or indefinitely, until a condition is met or the program is stopped.

Run
To make a program follow its instructions.



V

Variable
An object used to store a simple piece of information, such as a score or the time taken.

