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Coding Vocabulary

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| **Across**  **3.** A number assigned to any item that is connected to the Internet  **7.** The information about someone on the Internet.  **10.** A datatype that is a single character which can be a letter, number, or symbol.  **15.** Information  **17.** A way of representing information using only two options.  **18.** Someone who acts safely, responsibly, and respectfully online  **20.** An error in a program that prevents the program from running as expected.  **24.** Computers that exist only to provide things to others.  **25.** a data type that has two possible values: “true” and “false”  **26.** Information in a program that is meant for other programmers (or anyone reading the source code) and has no effect on the execution of the program  **27.** An action that causes something to happen.  **28.** A list of steps to finish a task. A set of instructions that can be performed with or without a computer. For example, the collection of steps to make a peanut butter and jelly sandwich is an algorithm.  **30.** is a detailed, yet readable, description of what a computer program or algorithm must do, expressed in languages that humans use naturally rather than in a programming language  **31.** Small chunks of information that have been carefully formed from larger chunks of information  **32.** Finding and fixing errors in programs | **Down**  **1.** A collection of instructions (algorithms) that performs a specific task when executed by a computer.  **2.** The set of rules that defines the combinations of symbols that are considered to be a correctly structured document or fragment in that language.  **4.** A number or string (or other things to be named later) that can be stored in a variable or computed in an expression.  **5.** A wireless method of sending information using radio waves.  **6.** The construct that allows the repeated execution of segment of code until a terminating condition has been satisfied  **8.** A name that refers to a value. Stores a piece of data, and gives it a specific name.  **9.** An instruction for the computer. Many commands put together make up algorithms and computer programs.  **11.** Any finite sequence of characters (i.e., letters, numerals, symbols and punctuation marks)  **12.** A name used inside a function to refer to the value which was passed to it as an argument.  **13.** Sometimes called a procedure. A named sequence of statements that performs some useful operation  **14.** Another term for parameter  **16.** A data type that represents a positive or negative whole number  **19.** Data to be entered into a computer for processing  **21.** A relatively easy-to-remember address for calling a web page (like www.code.org).  **22.** Break a problem down into smaller pieces.  **23.** One or more commands or algorithm(s) designed to be carried out by a computer.  **29.** A repetitive action or command typically created with programming loops. |