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Programming Vocabulary

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| **Across****6.** This is the computer programming language that we are working with this term.**9.** All programs are based on this idea, a set plan which makes sense as you move through the directions**10.** A way to give information to a computer**11.** Something that can vary in a program, or be set by the programmer**13.** Code is organized into layers; placing conditions inside other conditions**14.** An action that causes something to happen**15.** An error in a program that prevents the program form running as expected**16.** An instruction for the computer | **Down****1.** A way to get information out of a computer**2.** To do something again**3.** Changing the appearance of a sprite**4.** The common programming structure that implements "conditional statements"**5.** One or more commands or algorithms designed to be carried out by a computer**7.** The actual blocks/text of your code**8.** A character in your program**12.** A list of steps to finish a task. A set of instructions that can be performed with or without a computer |