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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 |