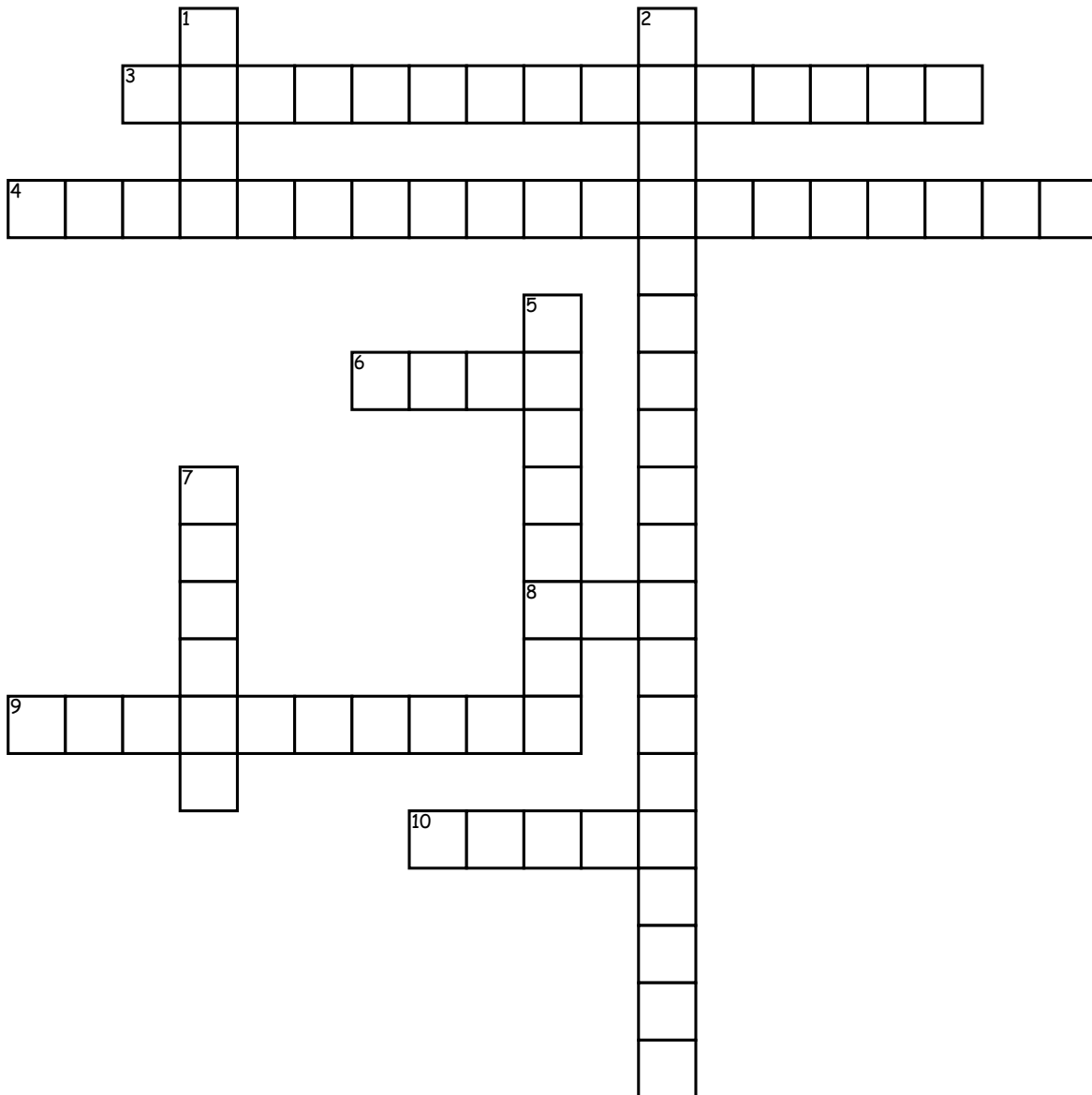


Name: _____

Programming Terms



Across

- 3. A set of instructions for the computer that when executed, gives results.
- 4. People who create, modify, and test code.
- 6. The items that your program works with, such as integers and character strings.
- 8. an error in a software program.
- 9. The program itself, as written by the programmer.
- 10. A methodical process of finding a reducing the number of defects in a computer program.

Down

- 1. A programming language construction that allows the programmer to instruct the computer to perform an instruction or set of instructions over and over again.
- 2. A special language that allows people to instruct computers to perform an action or set of actions.
- 5. A sort of box or holder that can be used to store a value.
- 7. A computer language that only consists of 1's and 0's.