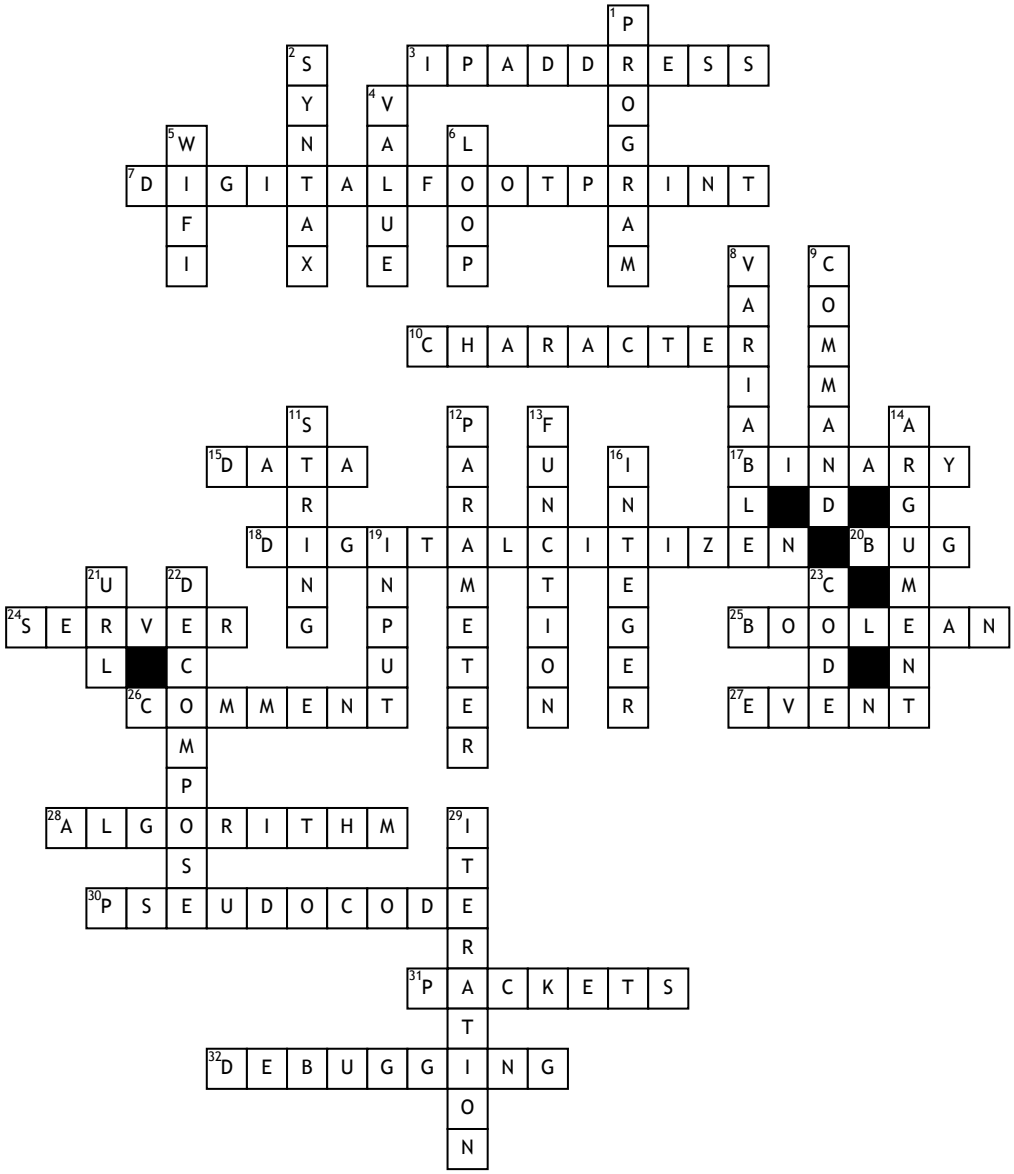
Name: _____ Date: _____

# Coding Vocabulary



**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.