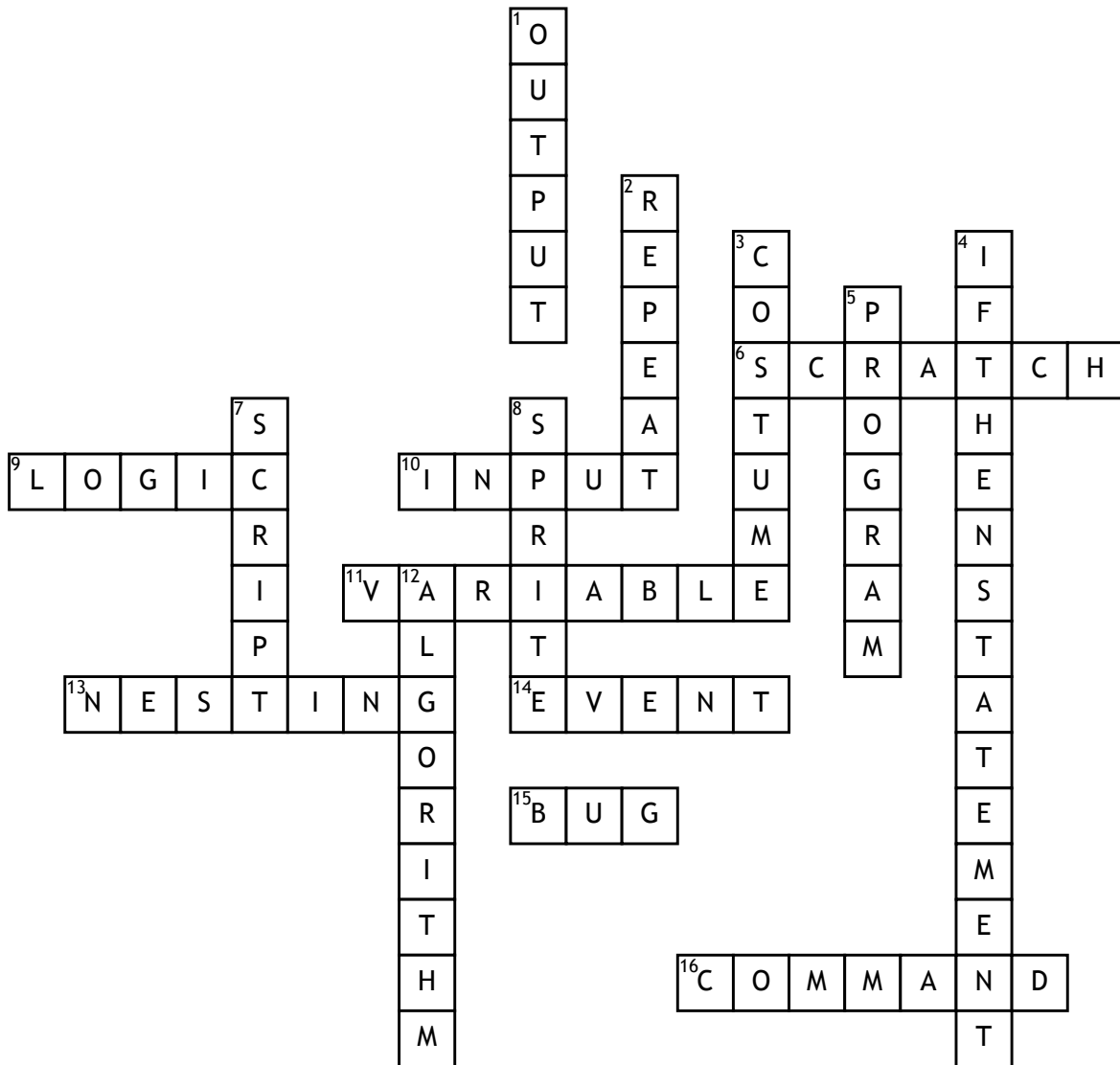


# Programming Vocabulary



**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 from 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