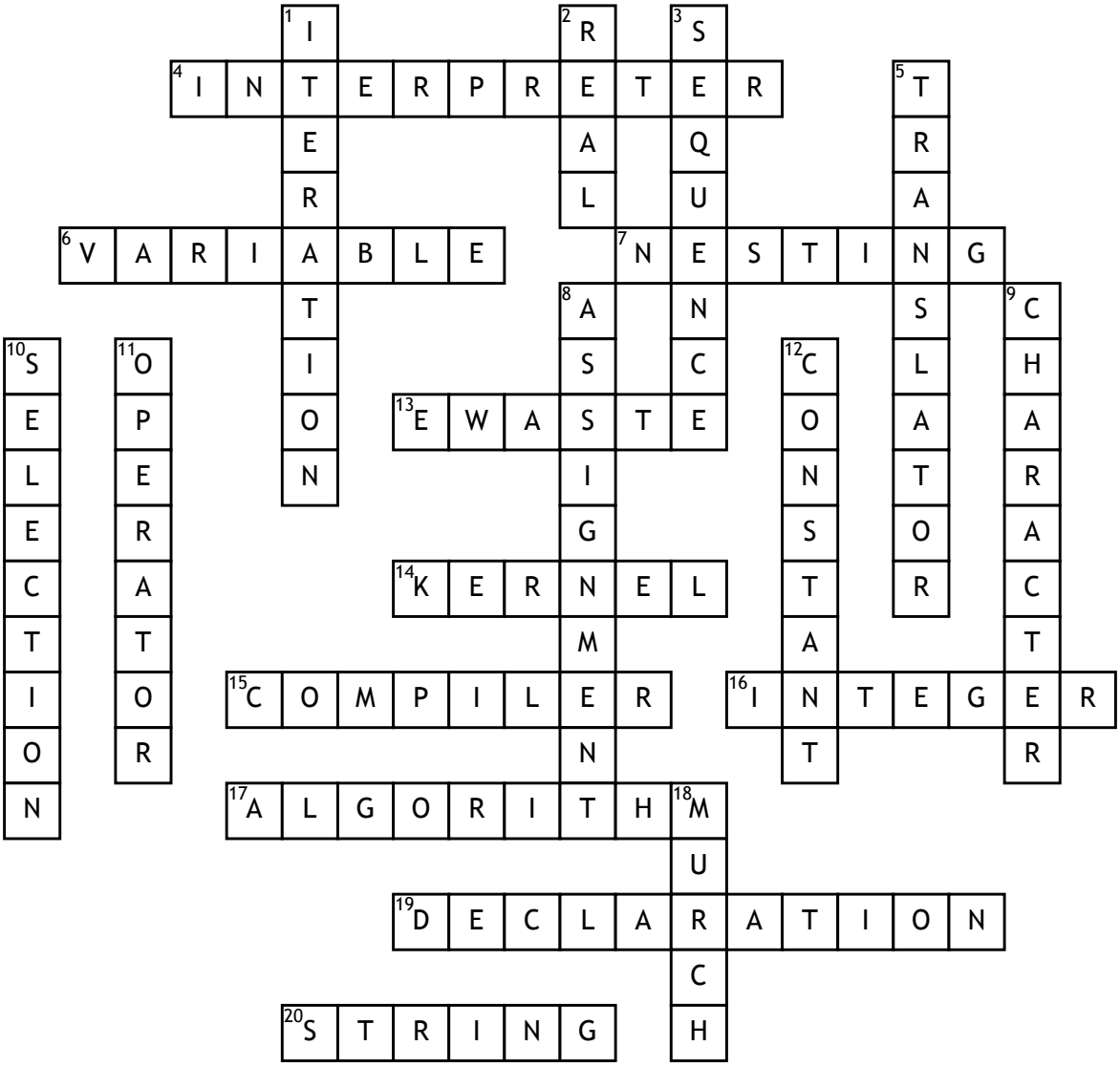
Name: _____ Date: _____

computing



Across

4. a program that can analyse and execute a program line by line.
6. a value that can change, depending on conditions or on information passed to the program.
7. where information is organized in layers
13. Discarded electronic appliances such as mobile phones, computers, and televisions.
14. The central module of an operating system
15. a program that converts instructions into a machine-code or lower-level form so that they can be read and executed by a computer
16. a number which is not a fraction; a whole number.
17. a process or set of rules to be followed in calculations or other problem-solving operations, especially by a computer
19. introduce names in a program, for example the names of variables, namespaces, functions and classes.
20. A sequence of data values, usually bytes, which usually stand for characters.

Down

1. The repetition of a process or utterance.
2. any positive or negative number.
3. One of the three basic logic structures in computer programming. The other two logic structures are selection and loop.
5. is a computer program that performs the translation of a program written in a given programming language into a functionally equivalent program in a different computer language
8. the allocation of someone or something as belonging to a particular group or category
9. any letter, number, space, punctuation mark, or symbol that can be typed on a computer.
10. the place where an algorithm or program branches in different directions.
11. A symbol that represents a specific action. For example, a plus sign (+) is an operator that represents addition.
12. a value that never changes.
18. The act of getting so drunk while playing a cooperative online game that your team has not chance of success.