# Python Crossword

The crossword grid (answers filled in):

- **2 Down:** CONDITIONAL EXECUTION
- **1 Down:** SOURCE
- **4 Across:** MACHINE LANGUAGE
- **3 Down:** REPEATED EXECUTIO(N)
- **7 Across:** LOGIC ERRORS
- **5 Down:** PROGRAM
- **6 Down:** PORTABILITY
- **8 Down:** PROGRAM
- **9 Down:** PROBLEM SOLUTIO(N)
- **10 Down:** PROGRAM
- **11 Down:** PROGRAM
- **12 Down:** SCRIPT
- **13 Down:** SEMANTIC
- **14 Down:** PDA
- **15 Across:** SECONDARY MEMORY
- **16 Down:** OUTPUT
- **17 Across:** PRINT STATEMENT
- **18 Down:** INTERPRETER
- **19 Down:** INPUT
- **20 Down:** PYTHON
- **21 Across:** SEQUENTIAL EXECUTION
- **22 Across:** SEMANTIC ERROR
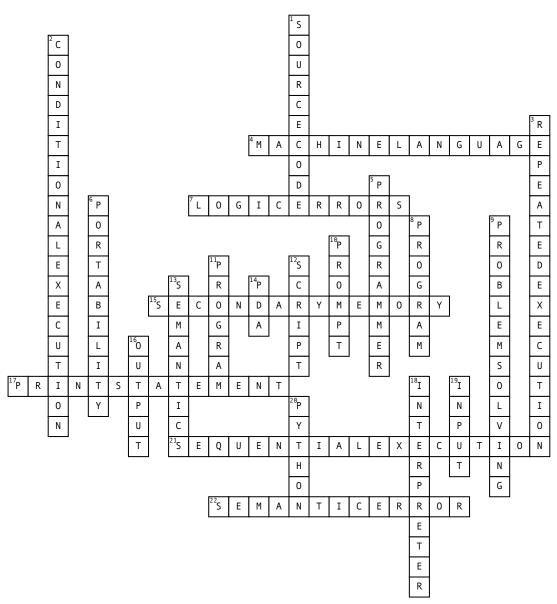
## Across

**4.** Represented all in zeros and ones

**7.** when your program has good syntax but there is a mistake in the order of the statements

**15.** Stores programs and data and retains its information even when the power is turned off.

**17.** An instruction that causes the Python interpreter to display a value on the screen

**21.** Perform statements one after another in the order they are encountered in the script.

**22.** An error in a program that makes it do something other than what the programmer intended

## Down

**1.** A program in a high-level language

**2.** Check for certain conditions and then execute or skip a sequence of statements

**3.** Perform some set of statements repeatedly, usually with some variation

**5.** A person who writes computer programs

**6.** A property of a program that can run on more than one kind of computer

**8.** Sequence of Python states that have been crafted to do something

**9.** The process of formulating a problem, finding a solution, and expressing the solution

**10.** When a program displays a message and pauses for the user to type some input to the program

**11.** A set of instructions that specifies a computation

**12.** Text editor to write instructions into a file

**13.** The meaning of a program

**14.** Personal Digital Assistant

**16.** Display the results of the program on a screen or store them in a file

**18.** Reads the source code of the program as written by programmers

**19.** Get data from the "outside world".

**20.** Programming Language