Algorithm
An **algorithm** is a precise sequence of instructions for successfully carrying out a task. It will be written in everyday language but the steps might be capable of translation into a programming language. There might be a number of workable algorithms for a task but not all will be as efficient as the others.

AND / OR
**AND** means ‘as well as’ and is inclusive. For instance, “I like cola AND milk (too)”

**OR** suggests either one thing or another but not both or all. They are called logical operators. (See operator)

Data
Data are a collection of numbers and facts before they are processed to become information.

Debug
**Debugging** is the process of going through a program’s code to locate and fix a problem or mistake.

Conditional
A **conditional** is when something happens only on condition something else happens first. See also: If...Then...Else

Input
**Input** can be either the device you use to interact with a computer or an instruction in a program to key in words or numbers using one of those devices.

Logic
If someone is using logic they are explaining something by following a set of rules, even if they don’t always realise that. Using the word ‘because’ can show reasoning. Guessing is not using logic.

Output
**Output** can be either the device a computer uses to give you information or the actual information itself. Output can come in many forms such as words, images movement and sound.

Program
A **program** is a sequence of instructions (or algorithm) written in a language or code that a computer can understand and put into action. A computer will do exactly what it is told so a program must be accurate.

Sequence
In programming a **sequence** means the ordered steps in a program.

Simulation
A **simulation** is an accurate representation of a real life activity. We use simulations when something is either too dangerous or too expensive to do for real.

Value
A **value** the number or word we give to a variable. (See variable)

Variable
A **variable** is a label to which a value can be assigned. In most programming languages a variable is a letter but in Code Crunch they are EducationCity characters. As the name suggests variables can vary!

If...Then...Else
**If...Then...Else** is a computer’s way of evaluating something and saying that if it has a particular attribute it will do one thing, otherwise it’ll do something else.

Loop/Repeat
**To loop or repeat** is the process of performing the same task again and again usually, but not always, for a set number of times.

Parallelism
In some computer languages it is possible to make the computer perform more than one task at the same time. This is called **parallelism**.

Print
**Print** can mean either print some output (words, numbers or images) on a screen or on paper through a printer. Nowadays it is even possible to print in 3D!

Print Inline
(Code Crunch)
Code Crunch has a special instruction to **Print Inline**. This puts different pieces of text on the same line.

Procedure
A **procedure** is a subset of a program that does a particular thing. It can be called up by the main program at any time to save having to type it out again and again.

Procedure
**Embed (Nest)**
If something is embedded or nested in a program it means that one piece of programming is contained within another.

Exploring Programming Vocabulary

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#Rule#
Explore the super computer. Click on the words to find out what they mean.