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.

A bug is an error in a program that stops it from working in the way it should.

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

Decomposing is when you break a problem down into sections in order to be able to solve it more easily.

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.

Information is what data becomes after they are organised. It might be reported in words or a chart of some sort. (See data)

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.

An operator tells the computer what to do with inputs values and variables. (See inputs values and variables.)

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!

Parallelism is possible to make the computer perform more than one task at the same time.

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

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!

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.

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