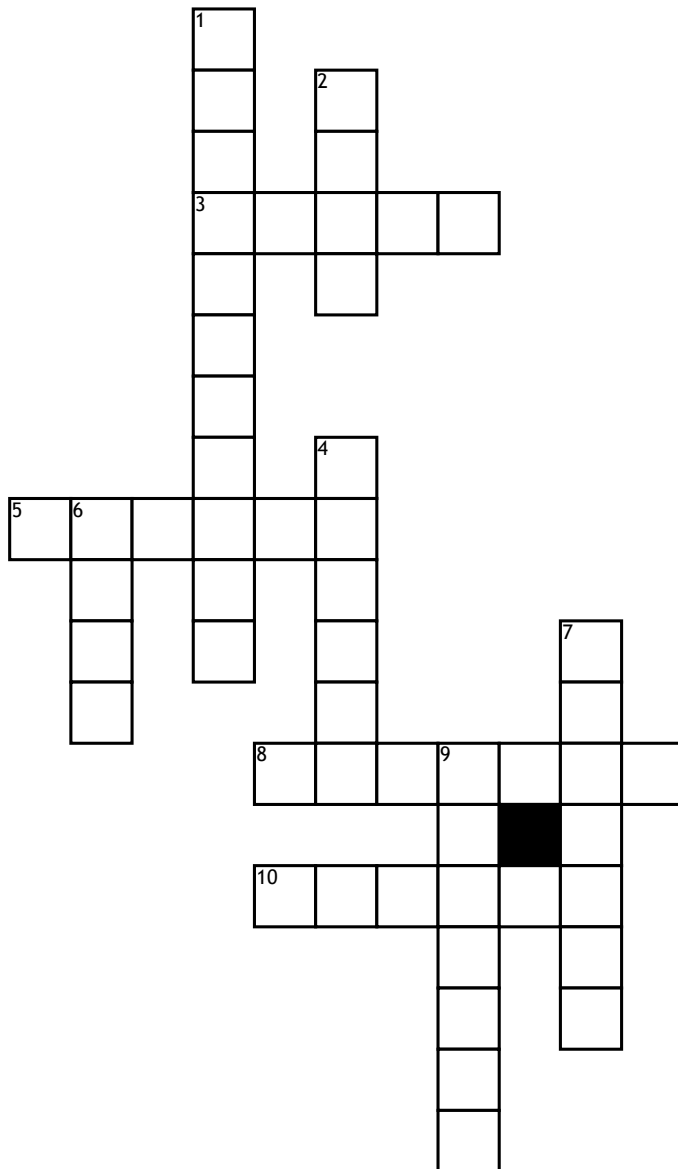


Coding: Events



Across

- 3.** an action that causes something else to happen in a computer program
- 5.** something performed by a user that causes a program to respond
- 8.** to pass back information, as a program or function
- 10.** to move the text or webpage up, down, or sideways on a computer screen so that new parts of it appear as other parts disappear

Down

- 1.** allowing two-way communication between a computer and a person
- 2.** one who uses a computer
- 4.** to allow; to give power to or make able
- 6.** the instructions that make up a computer program
- 7.** a bit of code that listens for a discrete event and executes a given reaction when the event occurs
- 9.** a set of instructions for a computer to follow so that it can do certain things