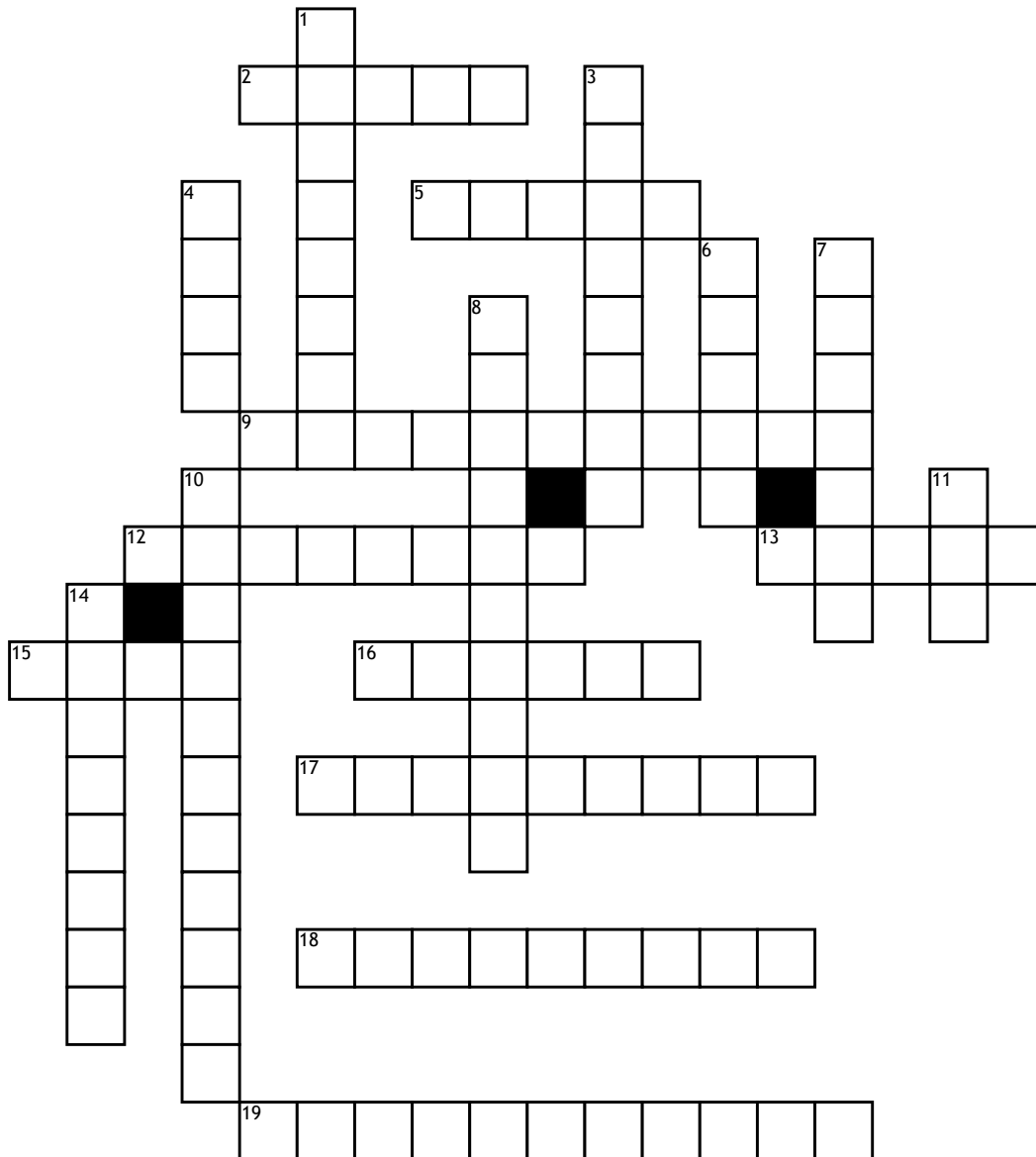


Computer Coding



Across

2. the process of going through a programs code to locate and fix problems or mistakes
5. one piece of programming contained within another
9. when you break down a problem into sections in order to be able to solve it more easily
12. a label to which a a value can be placed. In most programming languages it is a letter.
13. the number or word we give to a variable
15. a collection of numbers and facts before they are processed into information

16. can either be the device that a computer uses to give you information or the actual information itself.
17. a precise sequence of instructions for carrying out a task.
18. a subset of a program that does a particular thing. It can be called up at any time to save having to type it out again and again

19. when something happens only on condition something else happens

Down

1. the ordered steps in a program
3. tells the computer what to do with input values and variables
4. the process of performing the same action again and again.

6. explaining something by following a set of rules, even if they don't always realize that.

7. a sequence of instructions or (algorithm) written in a language or code that a computer can understand and put into action.

8. an accurate representation of a real life activity.

10. in some computer languages it is possible to make the computer perform more than one task at the same time.

11. an error in a program that stops it from working in the way it should.

14. the ways in which a computer can be given instructions in a program.