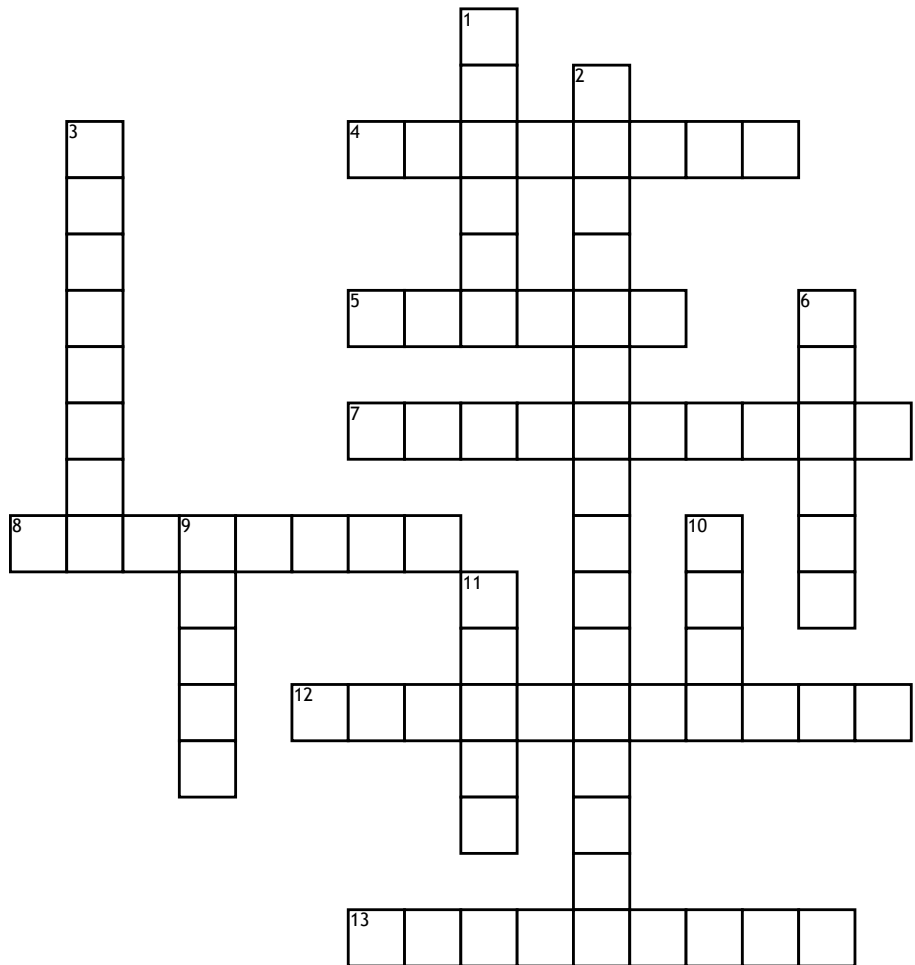
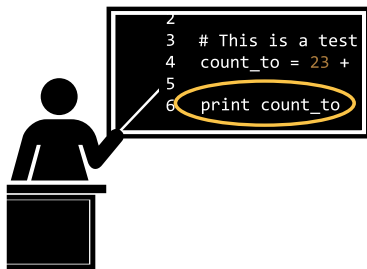


# Introductory Programming Techniques Week 1



## Across

4. A memory location, referenced by an identifier, whose value can be changed during execution of a program
5. Information that is produced by a program and sent to the external world
7. A method of giving values to variables
8. The process whereby a variable receives its initial value
12. A program that translates and executes another program
13. A finite sequence of instructions that, when applied to a problem, will solve it

## Down

1. a collection of commands in a file designed to be executed like a program. The file can of course contain functions and import various modules, but the idea is that it will be run or executed from the command line or from within a Python interactive shell to perform a specific task
2. A computer program that automatically converts instructions in a high-level language to machine
3. The physical computing machine and its support devices

6. The form or structure of a sentence in a programming language
9. Data obtained by a program from the external world during execution
10. The language used directly by the computer in all its calculations and processing machine
11. A program that allows users to enter and run Python program expressions and statements interactively