

Name: \_\_\_\_\_

Date: \_\_\_\_\_

# Learn to Code Key Vocabulary

1. Telling a computer what to do. A. Parameter
2. Write code to build their own apps and games. B. Algorithm
3. Is a specific action for the computer to perform. C. Variable
4. Is the order in which the commands are given. D. Condition
5. Is an error in your code. E. Conditionalcode
6. Is the process of identifying and fixing the error. F. Bug
7. A collection of commands grouped together and given a name. G. Initialization
8. Runs a block of code over and over for a set number of times. H. Forloop
9. Something that you test that results in true or false. I. Type
10. A block of code that will run only if something is true. J. Function
11. A loop that runs a block of code as long as a given condition is true. K. Developers
12. Is a step-by-step set of rules or instructions. L. Array
13. Is an informal description of code intended for human reading. M. Whileloop
14. Named container that stores a value. The value can change over time. N. Pseudocode
15. Is a named grouping of properties and methods of a kind of data. O. Sequence
16. Creating a new instance of a type and setting initial property values. P. Command
17. Extra information that gets passed to a function. Q. Debugging
18. A collection that stores an ordered list of items. R. Index
19. The number that represents the position of an item in an array. S. Coding