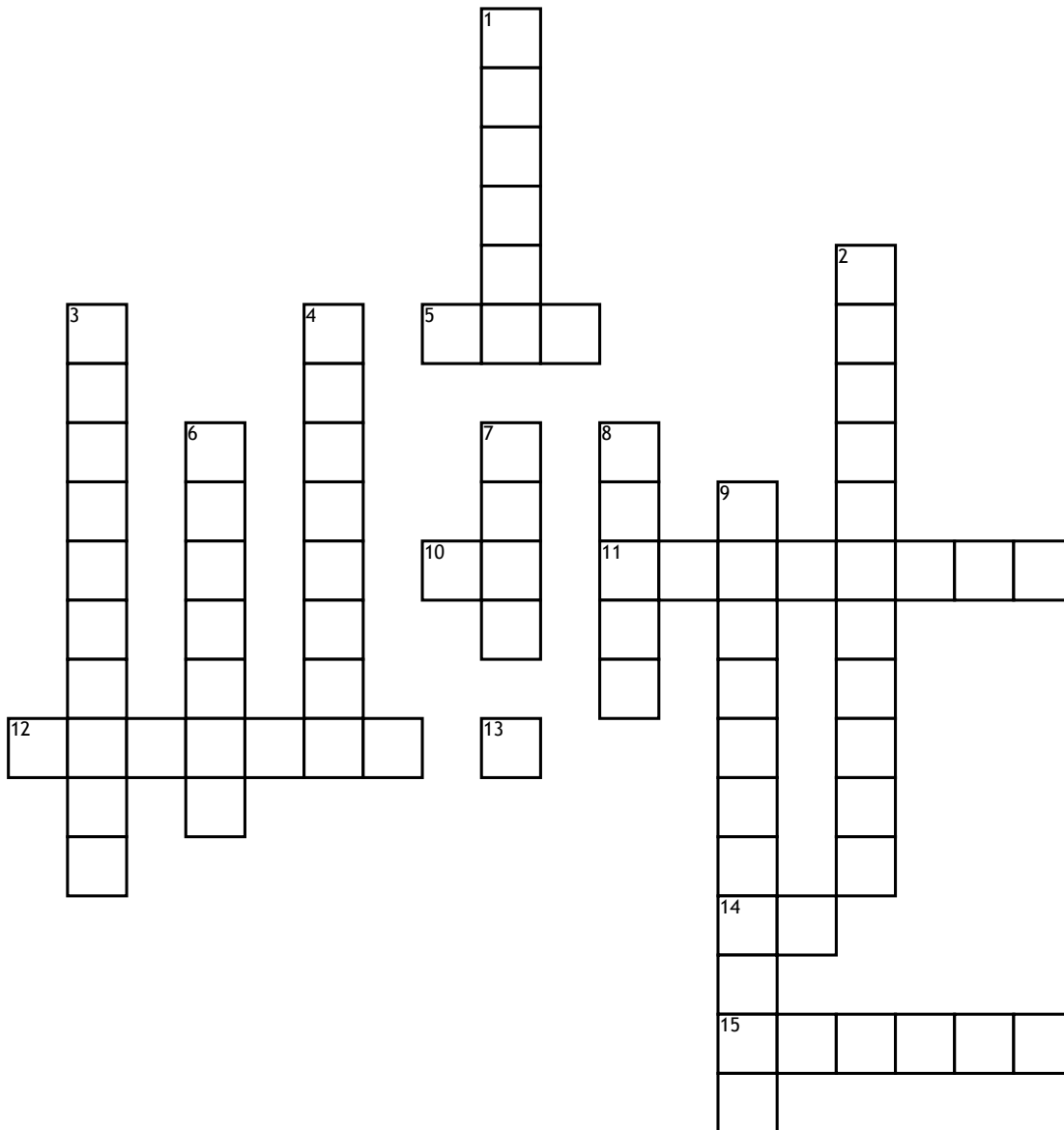


# Programming



**Across**

- 5. A special program that translates programming language into machine language or coding, that the computer can
- 10. Within this loop the sprite repeats the instruction given until it is told not
- 11. An action that takes place while a program is
- 12. A way of writing algorithm steps in English using short

- 14. An error that is difficult to detect because it does not give an error message/ stop the program. The computer does not operate how you want it

- 15. A procedure associated with and

**Down**

- 1. Used to determine the logic between variables or
- 2. Computer language that the computer can respond to

- 3. This language specifies a set of instructions that can be used to produce various kinds of output. It can be used to create programs and implement certain
- 4. Programming
- 6. when a concrete occurrence of any object, existing usually during the runtime of a computer
- 7. Infinite
- 8. Logic
- 9. A combination of vocabulary and grammatical rules specific to computer
- 13. Coding using two digits: 1 and