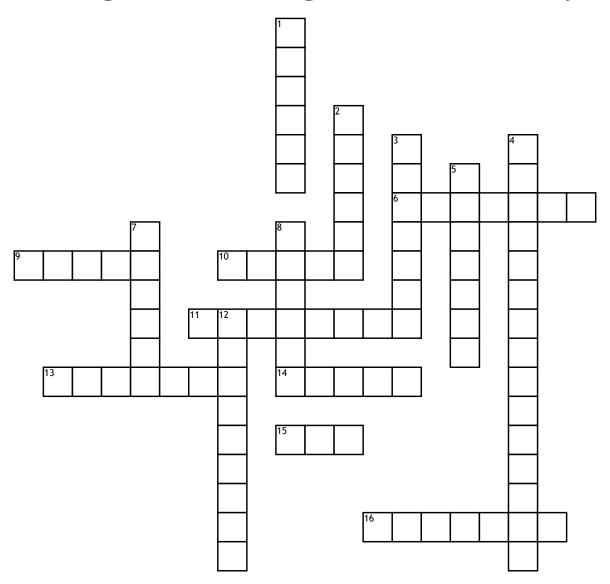# Programming Vocabulary

Across
6. This is the computer programming language that we are working with this term.
9. All programs are based on this idea, a set plan which makes sense as you move through the directions
10. A way to give information to a computer
11. Something that can vary in a program, or be set by the programmer

13. Code is organized into layers; placing conditions inside other conditions
14. An action that causes something to happen
15. An error in a program that prevents the program form running as expected
16. An instruction for the computer

Down
1. A way to get information out of a computer
2. To do something again

3. Changing the appearance of a sprite
4. The common programming structure that implements "conditional statements"
5. One or more commands or algorithms designed to be carried out by a computer
7. The actual blocks/text of your code
8. A character in your program
12. A list of steps to finish a task. A set of instructions that can be performed with or without a computer