

# The Basics

1. A word that stores specific information about a program
  2. Allows you to execute code if some condition met
  3. Allow you to perform calculations while your program in running
  4. Collection of statements that are written in some language to describe a specific behavior
  5. A number type or boolean
  6. Results in true or false
  7. A sequence of characters
  8. A program that translates code into machine language
  9. A statement that repeatedly checks a condition and runs specified code if the condition is true.
  10. Information given to the computer by the user
  11. A class that extends another class
  12. A class from which other classes are derived from
  13. A condition that must be true when a method is called if the method is to work correctly
  14. A programming error that occurs when you introduce typing errors into your program or use the programming language incorrectly.
  15. A process that frees a program of all its errors.
- A. String
  - B. Method
  - C. Loop
  - D. Parent Class
  - E. Compiler
  - F. Debugging
  - G. Boolean
  - H. Subclass
  - I. Variable
  - J. Operators
  - K. User input
  - L. Primitive Types
  - M. Precondition
  - N. If Statement
  - O. Syntax Error