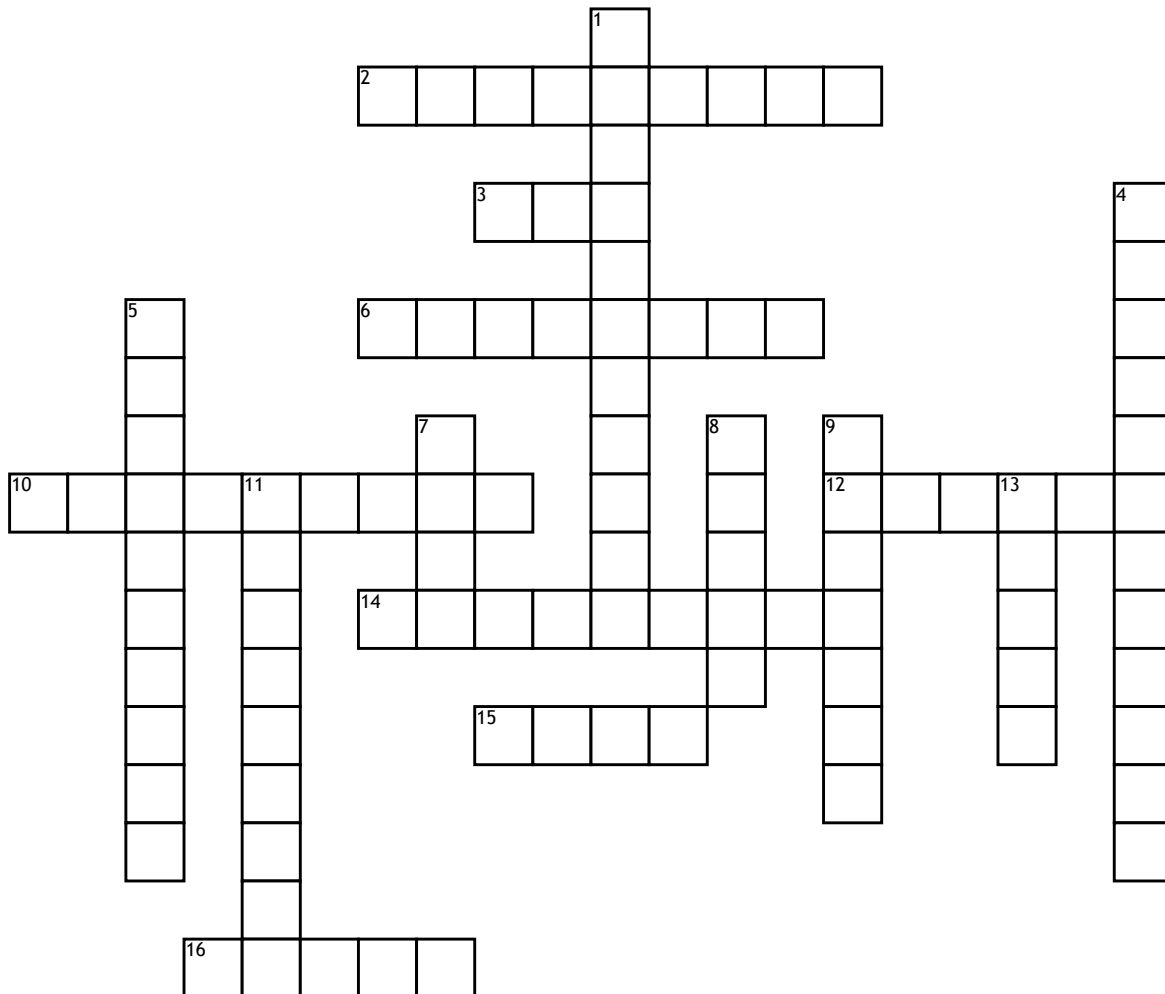


cs discoveries



Across

2. A LIST OF STEPS TO FINISH A TASK

3. PART OF A PROGRAM THAT DOES NOT WORK

6. AN INSTRUCTION FOR THE COMPUTER. MANY COMMANDS PUT TOGETHER MAKE UP ALGORITHMS AND COMPUTER PROGRAMS

10. A NAMED GROUP OF PROGRAMMING INSTRUCTIONS

12. DOING SOMETHING AGAIN

14. FINDING AND FIXING PROBLEMS IN A ALGORITHM OR PROGRAM

15. THE ACTION OF DOING SOMETHING OVER AND OVER AGAIN

16. a command that tells you to do something only up to the point that something becomes true

Down

1. THE ART OF CREATING PROGRAMS

4. STATEMENT THAT ONLY RUN UNDER CERTAIN CONDITIONS

5. PUTTING COMMANDS IN CORRECT ORDER SO COMPUTERS CAN READ THE COMMANDS

7. TO WRITE CODE, OR TO WRITE INSTRUCTION

8. A COMMAND THAT TELLS YOU TO DO SOMETHING , ONLY UP TO THE POINT THAT SOMETHING BECOMES TRUE

9. AN ACTION THAT CAUSES SOMETHING TO HAPPEN

11. a statement that a program checks to see if it is true or false. if true, an action is taken otherwise, the action is ignored

13. AN ACTION THAT CAUSES SOMETHING TO HAPPEN