Module 2: Using Apps and Databases
Lesson 3: Programming and App Development

1. Apps are created by programmers in a process known as _____.

2. A _____ is a sequence of instructions for a computer to perform.

3. The sequence of a program can be mapped as a graphical _____.

4. Before you begin coding, you can write out the programs steps as _____ to lay a foundation for the program.

5. Duplicate steps can be rewritten as _____ to make the program more efficient.

6. To have your program run from an executable, it must first be _____ into machine code. Examples include C++ and C#.

7. When you write code with an interpreted language, it does not need to be compiled. It runs within the context of an _____. Examples include Java, Python, and Perl.

8. If you need to access records from a database, you can use _____ languages, such as SQL.

9. An _____ represents machine code in human-readable text.

10. HTML is an example of a _____, which is not a programming language but a type of document readable by humans and programs alike.

11. An _____ is a name or label for something in a program and can be used to access said them.

12. A value that can change during the execution of a program is contained as a _____.

13. A value that cannot be changed within a program is called a _____.

14. A _____ is a special type of identifier which can store multiple elements in one.

15. An _____ can store a fixed number of elements of the same type, while a _____ can grow or shrink in size.

16. _____ tell your computer to execute a different sequence of instructions while running a program.

17. A _____ is like a branch, but the task is repeated until a certain condition is met.

18. A _____ enables you to create segments of code that can be reused within a program.

19. Creating recognizable things within your code and making them interact through defined methods is known as _____.

20. Objects can have _____ – behaviors or actions, _____ – associated values/variables, and _____ – a means of accessing values.

21. _____ are smaller pieces of code that are targeted at completing specific tasks.

22. Programs designed to run on PCs and laptops as well as mobile devices is known as _____.

23. Programs run from a web server are called _____.