Programming

Input and output- the input is the information which is supplied to the program and the output is information provided by the program and the input and output is known as I/O.

Variable- in programming variable is a storage location and these contain some known or unknown quantity of information referred to as a value.

Global variables- in a program this means declared outside any function, and they can be accessed on any function in the program.

Local variables- are declared inside a function, and can be used only inside that function. It is possible to have local variables with the same name in different functions.

Constant- a constant is a value that cannot be altered by the program during normal execution like the value is constant.

Subroutines- A subroutine is a sequence of a programs instructions that do specific task packaged as a unit then the unit can be used in the program wherever the task should be done.

Data types- computer programming, a data type is a classification of data which tells the compiler or interpreter how the programmer intends to use the data. Most programming languages support various types of data like integer or Boolean.

Data structures- A data structure is a specialized format for organizing and storing data. General data structure types include the array, the file, the record, the table, the tree, and so on. Any data structure is designed to organize data to suit a specific purpose so that it can be accessed and worked with in appropriate ways.

Annotations- in programming this means is a form of syntactic metadata that can be added to a java source code.

Mnemonic- mnemonic is a term, symbol or name used to define or specify a computing function. Mnemonics are used in computing to provide users with a means to quickly access a function, service or process, bypassing the actual lengthier method used to perform or achieve it. Assembly language also uses a mnemonic to represent machine operation, or opcode.