# **Chapter 1**

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| affordability | Whether something is affordable, within price range. |
| analysis | Thinking about the goal of the software, what the user wants and needs and can afford, and how much reliability is needed |
| blackboard | Design slate. |
| CAD/CAM | Computer-aided design / computer-aided manufacture |
| communication |  |
| correctness | That the program does what it is supposed to do. |
| customer | Who will order or buy the software. |
| design | How the software is structured. |
| feedback | Reactions from users on the usage of the software. |
| GUI | Graphical user interface |
| ideals | Striving for correctness, reliability, well-designed, affordable, and maintainable. |
| implementation | Programming + testing |
| programmer | Person who programs |
| programming | ‘Express the solution to the problem (the design) in code. Write the code in a way that meets all constraints (time, space, money, reliability, and so on). Make sure that the code is correct and maintainable.’ |
| software | The programs that tell a computational device how to behave |
| stereotype |  |
| testing | Testing of all use-cases of a program |
| user | Person who will use the software |

# **Chapter 2**

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| // | Comment marker |
| << | Output operator |
| C++ | Programming language |
| comment | Comment explaining what the code is supposed to be doing, for the benefit of the programmer who reads the code |
| compiler | Turns the source code into machine code |
| compile-time error | Error during compiling |
| cout | [see-out] Character output stream |
| executable | Program which can be run on a computer |
| function | Small part of code that performs some operation, possibly with in- and/or output. |
| header | ‘a file containing declarations used to share interfaces between parts of a program’ |
| IDE | Interactive development environment |
| #include | Directive that tells the compiler to include certain files |
| library | Code that can be accessed using declarations found in an #included file. |
| linker | Links separate parts of machine code into executable. |
| main() | Function where the program starts executing. |
| object code | The compiled source code that the machine can read. Also: machine code |
| output | What is written to the screen (or possibly files). |
| program | Instructions for computer/executable. |
| source code | The C++ code source files that the programmer writes. |
| statement | Line of code that specifies an action is not an #include directive. |

# **Chapter 3**

|  |  |
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| assignment | Setting a variable to hold a certain value. |
| cin | [see-in] character input stream |
| concatenation | Combining strings into larger string |
| conversion | Changing value into another type |
| declaration | Statement that gives a name to an object. |
| decrement | Reduce value. |
| definition | A declaration that sets aside memory for an object. |
| increment | Add to value. |
| initialization | Declare object and give value to the object. |
| name | Identifier of object. |
| narrowing | Transforming a datatype with a certain range into one with a smaller range. |
| object | Some memory that holds a value of a given type. |
| operation | Action |
| operator | Action specifier |
| type | Defines a set of possible values and a set of operations for an object. |
| type safety | Whether objects are used only according to the rules for their type and only if they have been initialized. |
| value | What the variable refers to. |
| variable | A named object. |
| assignment | Setting a variable to hold a certain value. |