Variables: essentially a "container" to store information and retrieve/use later. We can label these however we want to make it easy for referencing in our code.

Strings: a block of text surrounded by quotation marks – can be “taco” as well as “I ate 4 tacos” – basically a sentence to communicate the program to the user.

Functions (arguments, return): Will combine many instructions into a single line of code. A type of procedure or routine. Many functions are already prewritten in a library or you can also write your own to perform specialized tasks. The “argument” is a value that is passed into a function and the “return” refers to values calculated inside the function and shown via output variables.

if statements: a conditional statement that if proven true will perform a function or display information: if (x < 10) print “Hello Sam”

Boolean values: represents one of two values: “true” or “False”; “yes” or “no”; 1 or 0.