Programming: Basics

A	Key Vocab
Debugging	Finding and fixing errors in code
Execution	When a command or program is run by the processor
Operation	A mathematical process which takes one or two inputs and produces one output
Programming Language	A set of instructions and *syntax* which can be used to make programs
Pseudocode	A general programming language with no official syntax but which is readable by any programmer
Script	A small simple program, particularly run on command line interfaces
Sequence	The order in which a list of instructions is carried out

B	Syntax
Comment	A part of a program which is ignored by the computer but can be read by the programmer
Indentation	When a line of code starts a few spaces in from the left
Syntax	Rules for the structure of a programming language

C	Variables and Constants - Initialisation
Assign	Give a value to a variable or constant
Data Type	The nature of information used by a computer
Declare	Set up a *variable* by naming it and allocating memory to it at the beginning of a program
Initialise	*Declare* variables and *assign* values at the beginning of a program

D	Variables and Constants - Types
Variable	A named value which can be changed as the program is running
Constant	A label that refers to a location in memory containing a fixed value
Global	A *variable* which is used throughout the program
Local	A *variable* which is defined and used only within a sub program

E	Sub Programs
Sub program	Any section of the program which might be *called* by the main program and is self-contained
Argument	Data supplied to a *function* or *procedure* when it is *called*
Breakpoint	The part where a subprogram stops and returns to the main program or where the main program stops completely
Call	An instruction to run a sub program
Function	A *sub program* which can take any amount of *arguments* and *return* a value
Parameter	A *variable* which is defined within a *sub program* and which the *sub program* needs to run
Procedure	A *sub program* which can take arguments but which does not return a value
Return	To give back a value from a sub program to the main program