**Bonus:** Describe the differences between RAM and Flash memory in this little space:

Programming: Basics

Name:

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| **B** | **Variables** | |
| **14** | | A named value which can be changed as the program is running |
| **15** | | A label that refers to a location in memory containing a fixed value |
| **16** | | Give a value to a variable or constant at the beginning of a program |
| **17** | | Set up a *variable* by naming it and allocating memory to it |
| **18** | | *Declare* variables and *assign* values at the beginning of a program |
| **19** | | The nature of information used by a computer |

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| **A** | **Programming Key Vocab** | |
| **1** | | The order in which a list of instructions is carried out |
| **2** | | Finding and fixing errors in code |
| **3** | | A set of instructions and *syntax* which can be used to make programs |
| **4** | | A mathematical process which takes one or two inputs and produces one output |
| **5** | | Rules for the structure of a programming language |
| **6** | | A part of a program which is ignored by the computer but can be read by the programmer |
| **7** | | When the contents of loops or selection are set a few spaces in from the left of the program |
| **8** | | An instruction to run a sub program |
| **9** | | A *sub program* which can take arguments but which does not return a value |
| **10** | | Data supplied to a *function* or *procedure* when it is *called* |
| **11** | | Any section of the program which might be *called* by the main program and is self-contained |
| **12** | | A *variable* which is defined within a *sub program* and which the *sub program* needs to run |
| **13** | | To give back a value from a sub program to the main program |