**Algorithm**

Set of rules followed by a computer, sometimes repeatedly to solve a problem

**Binary**

Machine language made up of 1’s and 0’s in base 2

**Bug**

An error or fault in the code which typically causes a function to not work as intended or at all.

**Class**

Template definition which may contain objects

**Comment**

Explanation or Definition by programmer

**Compiler**

A program that translates a program written in one language into an equivalent program in another language

**Console**

Output where you can compile and run commands

**Console Window**

Window where you control the console

**Digital**

Data stored and transferred in 0’s and 1’s

**Error (3 types)**

Run time – error only detected after running through specific circumstances

Compile time – error detected immediately and code wont run typically due to syntax error

Logical – error not detected, code runs but not how you want it to

**Escape Sequences**

Sequence of characters which do not represent themselves typically beginning with a \

**Flow of Control**

In the simplest definition possible, it’s a flowchart for computers to determine the next course of action

**Hardware**

The physical components of a computer which always typically involve a case, CPU, PSU, RAM, and more

**Hexadecimal**

Hexadecimal is a base 16 numbering system which is very often used to simplify binary.

**Identifier**

User defined element which can be used for class, variables, methods, etc

**Java Virtual Machine**

Runs java class on a virtual machine

**Java Development Kit**

Distribution of java by oracle used for development

**Keyword**

Programming translated into readable language

**Method**

Block of code that runs when called. Similar to a function.

**Method Call**

Action that can be called through method

**Program**

A list of instructions written in a specific language carried out by the computer

**(Program) execution**

Program follows the instructions provided

**Redundancy**

Code that is redundant

**Software**

A program used by a computer

**Statement**

Line of code which does task you program it to

**Static**

A static turns it into a class method and can be called from anywhere

**Static Methods**

A static method belongs to a class, and can be called from anywhere

**Strings**

A sequence of characters used in programming which can be manipulated

**Structure**

Used to represent more complicated information where others cant

**Syntax**

The rules of the programming language you are working with

**White Space**

The space divided in between the text of the code