



# Introduction to Python Programming Glossary

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**Karel (/glossary/term/23)** General

Karel is a dog who listens to your commands.

**Karel Documentation (/glossary/term/40)** JavaScript

Documentation for all Karel Commands and Syntax.

**Call a Function (/glossary/term/12)** JavaScript

Calling a function actually gives the command, so the computer will run the code for that function.

**Function body (/glossary/term/71)** JavaScript

The part of a function that contains the commands

**Function (/glossary/term/276)** Python

A function is like a command that you get to invent and name. It allows us to break our program into smaller parts, making the program easier to understand.

**Define a Function (/glossary/term/11)** JavaScript

Defining a function means to teach the computer a new command and explain what it should do when receiving that command.

**Function Body (/glossary/term/353)** Python

In Python functions, the function body is the indented block of code that comes after the `def my_function():` line. The function body is what will be executed when the function is called.

**Snake Case (/glossary/term/1185)** Python

`snake case` refers to the style of writing in which each space is replaced by an underscore `_` character and the first letter of each word is lowercase.

**Decomposition (/glossary/term/27)** General

Decomposition is breaking your program into smaller parts.

**Top Down Design (/glossary/term/28)** JavaScript

Top down design is a method for breaking our program down into smaller parts.

**Precondition (/glossary/term/75)** JavaScript

Assumptions we make about what must be true before the function is called.

**Postcondition (/glossary/term/76)** JavaScript

What should be true after the function is called

**Comment (/glossary/term/280)** Python

A message in your code that explains what is going on.

**Abstraction (/glossary/term/392)** General

Managing complexity by "abstracting away" information and detail, in order to focus on the relevant concepts.

**Procedural Abstraction (/glossary/term/605)** Java

The ability to use methods and programs that we do not fully understand, or are unable to write.

**SuperKarel (/glossary/term/29)** General

SuperKarel is like Karel but already knows how to `turnRight()` and `turnAround()`

**Application Programming Interfaces (/glossary/term/622)** Java

APIs and libraries simplify complex programming tasks by providing sets of clearly defined methods of communication among various computing components.

**documentation (/glossary/term/907)** General

Written instructions detailing the functions, methods, and variables available and how to use them.

**For Loop (/glossary/term/273)** Python

A for loop lets us repeat code a **fixed number of times**.

**Condition (/glossary/term/6)** General

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A condition is code that you put inside an if statement or while-loop.	
<b>if statement (/glossary/term/965)</b>	<b>Python</b>
Executes code only if condition is true	
<b>If Else Statement (/glossary/term/30)</b>	<b>General</b>
Control structure that lets us run either one section of code or another depending on a test.	
<b>While Loop (/glossary/term/287)</b>	<b>Python</b>
Lets us repeat code as long as something is true.	
<b>Control Structure (/glossary/term/31)</b>	<b>General</b>
A control structure lets us change the flow of the code.	
<b>Bug (/glossary/term/33)</b>	<b>General</b>
A bug is a problem in your code.	
<b>Debugging (/glossary/term/34)</b>	<b>General</b>
Debugging is fixing a problem in your code.	
<b>Pseudocode (/glossary/term/10)</b>	<b>General</b>
Pseudocode is a brief explanation of code in plain English.	
<b>Algorithm (/glossary/term/88)</b>	<b>General</b>
An algorithm is a set of steps or rules to follow to solve a particular problem.	
<b>Sequencing (/glossary/term/263)</b>	<b>General</b>
Sequencing, or sequential execution, is step by step execution of instructions in the order they are given.	
<b>Iteration (/glossary/term/264)</b>	<b>General</b>
Repetition of instructions a specified number of times, or until a condition is met.	
<b>Selection (/glossary/term/265)</b>	<b>General</b>
Using a condition to determine which part of an algorithm is executed.	
<b>Parameters (/glossary/term/298)</b>	<b>Python</b>
Pieces of information you can give to functions when you define them. When the function is called the arguments are the data you pass into the function's parameters. Parameter is the variable in the declaration of the function. Argument is the actual value of this variable that gets passed to the function.	
<b>Ultra Karel (/glossary/term/396)</b>	<b>JavaScript</b>
Ultra Karel is the same as Super Karel, except Ultra Karel has the ability to paint the grid world!	
<b>For Loop (/glossary/term/4)</b>	<b>JavaScript</b>
A for loop lets us repeat code a <b>fixed number of times</b> .	
<b>While Loop (/glossary/term/5)</b>	<b>General</b>
Lets us repeat code as long as something is true.	
<b>Comment (/glossary/term/18)</b>	<b>JavaScript</b>
A message in your code that explains what is going on.	
<b>Function (/glossary/term/25)</b>	<b>JavaScript</b>
A function is a way to teach Karel a new word.	
<b>Indentation (/glossary/term/127)</b>	<b>General</b>
Indentation is the visual structure of how your code is laid out. It uses tabs to organize code into a hierarchy.	
<b>Quality Assurance (QA) Engineer (/glossary/term/1275)</b>	<b>JavaScript</b>
A professional who finds and fixes bugs in a product or program before its launch, collaborating with developers on fixes to those problems when necessary.	
<b>Bug Report (/glossary/term/1276)</b>	<b>JavaScript</b>
A report that stores all information needed to document, report and fix problems occurred in software or on a website	
<b>Acceptance Criteria (/glossary/term/1277)</b>	<b>JavaScript</b>
Conditions that a software product must satisfy to be accepted by a user, customer or other stakeholder	
<b>Wireframe (/glossary/term/1270)</b>	<b>JavaScript</b>
a layout of an application (e.g. web page) that demonstrates what interface elements will exist on key pages.	
<b>Typography (/glossary/term/1271)</b>	<b>JavaScript</b>

The art of arranging letters and text in a way that makes the copy legible, clear, and visually appealing to the reader.

**Color Palette (/glossary/term/1272)** **JavaScript**

A combination of colors used by designers when designing an interface

**Brand Identity (/glossary/term/1273)** **JavaScript**

The visible elements of a brand, such as color, design, and logo, that identify and distinguish the brand to consumers

**UI Designer (/glossary/term/1274)** **JavaScript**

Someone who designs the graphical user interface of an app, website, or device that a human interacts with

**Project Manager (/glossary/term/1269)** **General**

A professional responsible for planning, organizing, and overseeing the successful completion of a project within a specific timeframe and budget.

**Software Engineer (/glossary/term/1278)** **JavaScript**

A computer science professionals who use knowledge of engineering principles and programming languages to build software products

**File I/O (Input/Output) (/glossary/term/1283)** **General**

The process of reading information from and writing information to files.

**File (/glossary/term/1284)** **JavaScript**

A collection of data or information stored on a computer. It can be a document, a picture, or any other type of information.

**Input (/glossary/term/1285)** **JavaScript**

Any data or information that is received or entered into a computer system, such as typing on a keyboard or reading from a file.

**Output (/glossary/term/1286)** **General**

The result or information produced by a computer system, such as displaying text on a screen or saving data to a file.

**Text file (/glossary/term/1287)** **General**

A type of file that contains plain, readable text without any special formatting.

**File Format (/glossary/term/1288)** **JavaScript**

The specific way in which data is organized and stored within a file. It determines how the file can be read or processed by different software programs.

**File Extension (/glossary/term/1289)** **General**

A set of characters at the end of a file name that indicates the file type or format.

**File input (/glossary/term/1290)** **JavaScript**

The process of receiving or reading data from a file into a computer program for further processing or use.

**File output (/glossary/term/1291)** **JavaScript**

The process of sending or writing data from a computer program to a file for storage or future use.

**Read mode (/glossary/term/1292)** **Python**

A file access mode ("r") that allows reading the contents of a file but does not permit modifications.

**open() (/glossary/term/1293)** **Python**

The action of establishing a connection between a file and a program to perform read or write operations on the file.

**close() (/glossary/term/1294)** **Python**

The action of terminating the connection between a file and a program after completing read or write operations.

**read() (/glossary/term/1295)** **Python**

A method used to read the contents of a file. It reads the entire file or a specified number of characters and returns them as a string.

**readline() (/glossary/term/1296)** **Python**

A method used to read a single line from a file. It returns the line as a string, including the newline character at the end.

**End-of-file (EOF) (/glossary/term/1297)** **JavaScript**

The condition indicating that the end of a file has been reached

**Newline character (/glossary/term/1298)** **Python**

A special character that represents the end of a line within a text file. In Python, the newline character is represented as `\n`.

<a href="/glossary/term/1299">readlines()</a>	JavaScript
A method used to read multiple lines from a file and return them as a list, where each line is represented as an element in the list.	
<a href="/glossary/term/1300">File write</a>	JavaScript
The process of writing data or text to a file.	
<a href="/glossary/term/1301">Overwrite</a>	General
The action of replacing the existing content of a file with new data.	
<a href="/glossary/term/1302">Append</a>	General
The action of adding new data or text to the end of an existing file.	
<a href="/glossary/term/1303">File mode</a>	General
A parameter used when opening a file to specify the intended operation (e.g., read, write, append).	
<a href="/glossary/term/1304">File pointer</a>	General
A marker or reference that indicates the current position within a file.	
<a href="/glossary/term/1305">`seek()`</a>	Python
A method used to move the file pointer to a specified location within a file.	
<a href="/glossary/term/1306">File position</a>	General
The offset or index that represents the current position of the file pointer within a file.	
<a href="/glossary/term/1307">Reading operations</a>	General
Actions performed to extract data or content from a file.	
<a href="/glossary/term/1308">Writing operations</a>	General
Actions performed to modify or add data to a file.	