

## **Terms List**

### **Introduction**

Programming - The act of entering instructions for the computer to perform.

Source code - Programming instructions

If/else - Refers to how code is run. Some lines run only 'if' a condition is true or 'else' Python runs some other line.

Python - Refers to the Python programming language and the python interpreter software that reads source code and performs it's instructions.

Debugging - Finding and fixing errors

Strings - Text data

Web scraping - Programs that can automatically download web pages and parse them for information.

Interpreter - The software that runs your Python programs.

IDE (interactive development environment) - Where you enter your programs.

Interactive shell - A program that lets you enter instructions for the Python interpreter to run.

Stack overflow - An online resource you can use to find help.

### **Chapter 1**

Expression - Anything that that returns a value.

Value - The nouns of programming

Operator - The basic verbs of programming. (-, +, \*, etc)

Evaluate - Reducing an expression down to a single value.

Precedence - The order of operations.

Data type - A category for values.

Integer (int) - Number values

Floating-point number (float) - Number with a decimal point

Strings (str) - Text values

Blank string - A string with no characters in it

String concatenation - The result of combining two strings using '+'. (Alice + Bob = AliceBob)

String replication - The result of combining two strings using '\*'. (Alice \* 2 = AliceAlice)

Variable - A 'box' in the computer's memory where you can save a single variable.

Assignment statement - Values are stored within an Assignment Statement

Assignment Operator - An equal sign (=)

Initialize - Storing a value within a variable

Overwrite - Assigning a new value to a variable

File Editor - Similar to text editors, but has specific features for typing in source code

Terminate/Exit - Python stops running, or terminates, when there is no code left to execute

Comment Out - Adding a pound sign (#) to temporarily remove part of a code for troubleshooting purposes

Call/Pass - A function, like print(), is called and then passed to a string

Argument - A value that is passed to a function

## **Chapter 2**

flow control statements

boolean

comparison operator

boolean operators

truth table

condition

blocks

execution (program execution)

if/else/elif

while loop

infinite loop

built-in functions

standard library

condition

### Chapter 3

function

deduplicating

arguments

parameter

return value

none

keyword argument

scope (local/global)

local/global variable

exception

### Chapter 4

list

list value

comma delimited

index

slice

multiple assignment trick

method

modified in place

tuple

list reference

### Chapter 5

dictionary

key

value

key/value pair -->