**approximation** - something that is close to the perfect or ideal

**default argument** - a value that is used if the parameter’s value wasn’t specified by the user

**function** - a block of code that takes an input and produces an output

**lambda** - an unnamed function that can be defined right where it is needed as a parameter

**scaling** - fitting data in some space

**screen layout** - defines how graphical elements are represented on the screen