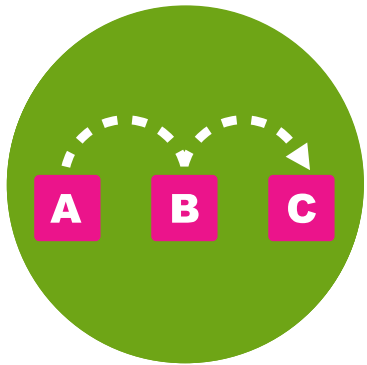




Programming

Programming is designing and writing instructions for a computer in a language it understands.



Sequencing

Sequencing means arranging instructions for algorithms and programs in a particular order.





Repetition

Repetition in programming means repeating the execution of certain instructions (creating loops).



Selection

Selection is when a computer executes instructions if a particular condition is met or not.



Variables

A variable stores a piece of information in the computer's memory while a program is running so it can be retrieved later.



Computer Networks

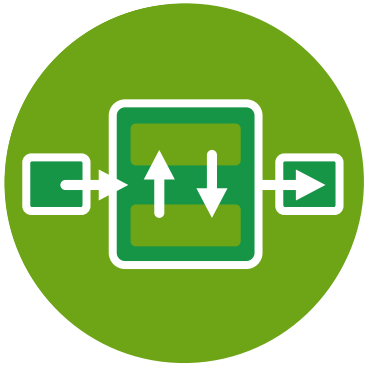
Computer networks are a collection of computer systems and other devices connected together to 'talk' to each other by exchanging data.





Internet Services

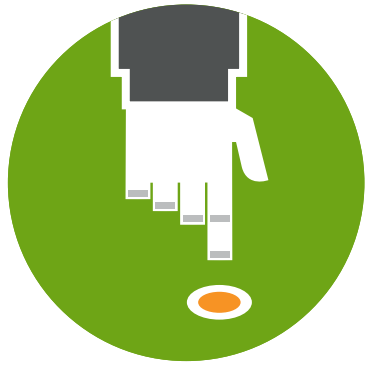
Internet services are a range of services made possible by the internet, including the WWW and email.



Computer Systems

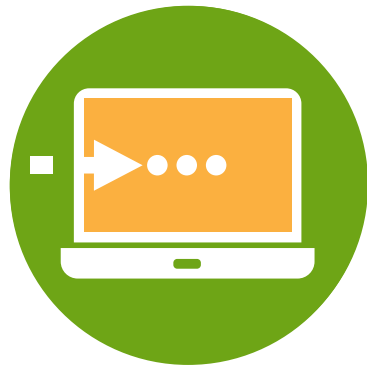
A computer system is made up of hardware, software and any peripheral devices required to operate it.





Control

Control means writing instructions that control physical systems, such as sensors and motors.



Inputs

Input data is sent to a computer system from devices such as a keyboard, mouse or sensor.



Outputs

Output data is sent from a computer system to the outside world, e.g. displayed on a computer screen.



Simulation

Simulations, such as aircraft simulators, model real-world or imaginary situations to explore different scenarios.



Search

Search technologies involve search engines, such as Google. They select and rank results on the WWW.



HTML

HTML stands for HyperText Mark-up Language. It is the computer language used to write web pages.