1. Assignment: Assignment refers to the process of giving a value to a variable. In programming, you use the assignment operator (`=`) to assign a value to a variable.

2. Data-type: Data type is a classification that specifies which type of value a variable can hold. Examples of common data types include integers, floating-point numbers, strings, and boolean values.

3. Argument: An argument is a value that you pass to a function or a method when calling it. Functions and methods often require specific values as input, and these values are referred to as arguments.

4. Indexing: Indexing is the process of referring to an element in a sequence (like a list or string) by its position. In many programming languages, indexing starts from 0, so the first element has an index of 0, the second has an index of 1, and so on.

5. Slicing: Slicing is a technique used to extract a portion (sublist or substring) from a sequence (like a list or string) by specifying a range of indices. It involves using the colon (`:`) operator to indicate the start and end points of the slice.

6. Mutable: Mutable refers to the property of an object whose value or state can be changed after it is created. In the context of data structures like lists in Python, being mutable means that elements can be modified, added, or removed.

7. Immutable: Immutable refers to the property of an object whose value or state cannot be changed after it is created. In the context of data structures like tuples in Python, being immutable means that once a tuple is created, its elements cannot be modified, added, or removed.