

Glossary terms from course 1, module 1

Terms and definitions from Course 1, Module 1

Automation: The process of replacing a manual step with one that happens automatically

Client-side scripting language: Primarily for web programming; the scripts are transferred from a web server to the end-user's internet browser, then executed in the browser

Code editors: Tools to provide features, including syntax highlighting, automatic indentation, error checking, and autocompletion

Computer program: A step-by-step list of instructions that a computer follows to reach an intended goal

Functions: A reusable block of code that performs a specific task

IDE: A software application that provides comprehensive facilities for software development

Interpreter: The program that reads and executes code

Input: Information that is provided to a program by the end user

Logic errors: Errors in code that prevent it from running correctly

Machine language: Lowest-level computer language. It communicates directly with computing machines in binary code (ones and zeros)

Object-oriented programming language: Most coding elements are considered to be objects with configurable properties

Output: the end result of a task performed by a function or computer program

Platform-specific scripting language: Language used by system administrators on those specific platforms

Programming: The process of writing a program to behave in different ways

Programming code: A set of written computer instructions, guided by rules, using a computer programming language

Programming languages: Language with syntax and semantics to write computer programs

Python: A general purpose programming language

Python interpreter: Program that reads and executes Python code by translating Python code into computer instructions

Script: Often used to automate specific tasks

Semantics: The intended meaning or effect of statements, or collections of words, in both human and computer languages

Syntax: The rules for how each statements are constructed in both human and computer languages

Variables: These are used to temporarily store changeable values in programming code