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Glossary terms from course 1, module 3

Terms and definitions from Course 1, Module 3

Break: A way to exit out of a loop before the loop's condition is false

Control statements: Programming constructs that direct the flow of execution of a program by allowing you to make decisions, repeat actions, or choose between different code paths based on specific conditions.

For loop: This executes a block of code for a specified number of iterations or over a collection of items.

Infinite loop: A sequence that is missing a method for exiting the loop, causing the loop to run forever

Iterators: Variables that allow you to loop through a collection one item at a time

Loop: A sequence that makes the computer do repetitive tasks

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

Pass: A placeholder statement which is used when the syntax requires a statement, but you don't want to execute any code or command

Recursion: The repeated application of the same procedure to a smaller problem

While loop: This is used when a segment of code needs to execute repeatedly while a condition is true