Programming Language Source Code

When making software, we tell the computer how our program should run by writing *source code* that follows the rules of a *programming language*. Let's look at the source code for a simple program written in the **Python** programming language.



Use this as a reference when practicing coding!

Storing Data

Constant

A named location for data storage with a fixed (unchanging) value.

Variable

A named location for data storage whose value may change.

Iteration

Repeatedly executing a block of code, typically with a loop.

For Loop

Executes a block of code once for each value in a sequence (such as a range of number, or a list of values).

While Loop

Repeatedly executes a block of code *while* some condition remains true.

Data Types

Dictionary

A data structure that maps *keys* to *values*, supporting the retrieval of the value for a given key.

```
E.g. {'city': 'AKL', 'country': 'NZ'}
```

List

A data structure that stores an ordered sequence of values.

```
E.g. ['North', 'South', 'Stewart']
```

String

A data value representing text.

```
BIRD_FACTS = {
    'kea':
         'Kea are parrots.',
         'Kea have orange feathers under their wings.'
    'kakapo': [
         'Kakapo are parrots.',
         'Kakapo are nocturnal.'
def print_facts_for_bird(bird):
     """Prints facts about the given bird."""
   list_of_facts = BIRD_FACTS[bird]
    for fact in list_of_facts:
        print(fact)
user_input = ''
while user_input != 'exit':
    user_input = input('Enter the name of a bird: ')
    if user_input in BIRD_FACTS: ←
```

print_facts_for_bird(user_input)

print('Hmmm, I do not know that bird.')

Functions

Blocks of code that are defined once and called from other places in code.

Function Definition

The block of code to be executed whenever the function is called.

Function Parameter

A variable that can be assigned a different value each time a function is called.

Function Call

A piece of code that executes a previously defined function.

Control Flow

If Statement

else:

Chooses which block of code to execute based on a condition.

Boolean Expression

An expression that evaluates to a value of either True or False.

Condition

A Boolean expression that is used to make a binary decision.