frame - a still image, many of which make up a online video.

**frames per second** - also called "frame rate", is the rate at which a video player display the frames that make up that video.

**array** - tores multiple values in a list format under the guise of a single variable (name).

**object** - For example, stopMotion.interval (interval is the property, stopMotion is the object)

**method** - methods are the actions that can be performed on a object. For example, stop motion.reverse (reverse is the method). Action-oriented!

(sometimes it's difficult to tell the difference between what a method looks like vs. a property. Properties are typically descriptive elements and methods are typically actions.)

algorithm - a procedure or formula for solving a problem!