

- Design Team: team that creates the Solution Code.
- Specification: Problem to be solved.
- Pseudocode: "Fake Code" Every programmers' way of writing down steps in solving a problem.
Allows programmer to design a program without worrying about the syntax of the language.
- Algorithms: tasks for which there are standard methods of processing.
- Test Plan – Series of tests (e.g., inputs) that have predetermined expected outputs.
- Initialization: Value Given to Variable at Declaration
- Assignment: Value Given to Variable in Execution Statement
- Constant: An Identifier that Is Initialized to a Value that Cannot Change
- Expression: A Sequence of One or More Identifiers and Operators that Evaluates to a Value
- Operator: A Symbol Expressing a way to Modify a Value or Values (e.g., + for Addition)
- Operand: A Value Being Modified by an Operator
- Associativity: Order of Operation for Equal Level Precedence
- Precedence: Level of Importance of Operations
- Byte: Basic Unit of Storage (Can Store One Letter of the Alphabet or Keyboard) (8 bits – 256 combinations)
- Bit: A "1 or 0" representing "on or off"
- Declaration of a Variable: Sets Aside Memory for the Storage Location
- Variable Type : What Kind of Value (e.g., Integer, Floating Point Number, Character) Is Begin Stored
- Test Plan – Series of tests (e.g., inputs) that have predetermined expected outputs.
- Source Code: the Original Problem-Solving, Logical Solution Written in a Programming Language (e.g. JAVA, .java file)
- Interpretation: Converting source code into common language byte code (.class file)
- Compiling: the Action of Turning the Source Code into a Format the Computer Can Use
- Linking: the Action of Bringing in Already Written Code (Libraries) for Use in a New Program
- Executable: the Result of Compiling and Linking a Source Program; the ".exe" file that the Computer Can Run
- Looping: the flow of control that programmers use to complete jobs that are repetitive.
- Sentinel value: The signal for the end of the input (may be a special value that the user enters)