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Computer Basics Course

Essay 16

1. Defining Terms
2. Algebra
   * Algebra is a branch of mathematics that involves using symbols and letters to represent numeric values.
3. Branch
   * A branch is different path than what you are currently on. A computer will branch when a certain condition is met. This means when that condition is met the computer will branch or take you somewhere else.
4. Execute
   * To execute is to carry out a series of tasks.
5. Increment
   * Increment is increasing a value by a set amount each time.
6. Initialize
   * When you initialize something you are getting it ready to be used. For instance if you were initializing a counter variable you may set it equal to zero to a first.
7. Loop
   * A loop is a series of tasks that are carried out until a certain condition is met.
8. Optimization
   * Optimization refers to the process by which you would make a system or set of code more efficient.
9. Set
   * A set is a group of variables, numbers or really anything. A set does not have to be ordered to be grouped together.
10. Syntax
    * Syntax are specific rules for how to structure something. For instance some codding languages ask the user to place a semi-colon at the end of a statement. This would be a syntax rule.
11. Write an algorithm. Making a tuna salad sandwich
12. Get a can of tuna, mayonnaise, relish, and a loaf of bread
13. Open the can of tuna
14. Put the tuna in a small bowl
15. Add the mayonnaise and relish to the same bowl as the tuna
16. Mix the mayonnaise, relish and tuna together
17. Take two slices of bread from the loaf of bread and place them in the toaster
18. Toast the bread until golden brown
19. Take the bread out of the toaster and place it on a plate
20. Scoop a healthy amount of the tuna mixture onto one slice of the bread
21. Top that with the other slice of bread
22. Enjoy your sandwich