

Glossary

attribute

Some state or value that belongs to a particular object. For example, tess has a color.

canvas

A surface within a window where drawing takes place.

control flow

See *flow of execution* in the next chapter.

for loop

A statement in Python for convenient repetition of statements in the *body* of the loop.

instance

An object that belongs to a class. tess and alex are different instances of the class Turtle

invoke

An object has methods. We use the verb invoke to mean *activate the method*. Invoking a method is done by putting parentheses after the method name, with some possible arguments. So `wn.exitonclick()` is an invocation of the `exitonclick` method.

iteration

A basic building block for algorithms (programs). It allows steps to be repeated. Sometimes called *looping*.

loop body

Any number of statements nested inside a loop. The nesting is indicated by the fact that the statements are indented under the for loop statement.

loop variable

A variable used as part of a for loop. It is assigned a different value on each iteration of the loop, and is used as part of the terminating condition of the loop,

method

A function that is attached to an object. Invoking or activating the method causes the object to respond in some way, e.g. `forward` is the method when we say `tess.forward(100)`.

module

A file containing Python definitions and statements intended for use in other Python programs. The contents of a module are made available to the other program by using the *import* statement.

object

A “thing” to which a variable can refer. This could be a screen window, or one of the turtles you have created.

range

A built-in function in Python for generating sequences of integers. It is especially useful when we need to write a for loop that executes a fixed number of times.

sequential

The default behavior of a program. Step by step processing of algorithm.

state

The collection of attribute values that a specific data object maintains.

terminating condition

A condition that occurs which causes a loop to stop repeating its body. In the `for` loops we saw in this chapter, the terminating condition has been when there are no more elements to assign to the loop variable.

turtle

A data object used to create pictures (known as turtle graphics).

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