Command - An instruction you can give to Karel. A predefined function in codeHS written in JavaScript.

Call a function - Telling the computer that it is time to run the command you have defined. Hey Karel! doThis();!!

Syntax - Grammar for Programming Punctuation, spelling, spaces, symbols, indents, and order of these. Your program will not run with messed up syntax.

(); - Goes at the end of every command

Where do function definitions go? - At the bottom! Like a glossary

lowerCamelCase - theStyleWhenTheLettersAreLikeThis

Define a Function - Teaching Karel a new trick Specific step by step instructions for the new command. This does not run the function. Goes at the bottom of your program. Purple

Read Like a Story - Functions should be named well and definitions listed in order to make the code easy to understand.

Top Down Design / Decomposition -

1. Start with a general outline 2. Break down the smaller individual steps one by one 3. Function definitions at the bottom

Comment -

/\*

A message/"sticky note" in your code that explains what is going on to humans without giving the computer any instructions. Kind of like a sticky note that the computer can't read \*/ //A single line can be indicated like this.

Loop - A way to repeat code in your program. Can be done a - set number of times or - can be done based on a condition. Makes Karel easier to program!