**PROGRAMMING BASICS Wordlist**

software engineer

problem statement

assumption

job assignment

predictive methodology

agile methodology

programming paradigm

event-driven paradigm

procedural paradigm

object-oriented paradigm

functional paradigm

declarative paradigm

imperative paradigm

logic paradigm

programming tools

low-level programming language

high-level programming language

VDE (visual development environment)

IDE (integrated development environment)

text editor

program editor

syntax error

[runtime error](https://www.multitran.com/m.exe?s=%D0%BE%D1%88%D0%B8%D0%B1%D0%BA%D0%B0+%D0%B2%D0%BE+%D0%B2%D1%80%D0%B5%D0%BC%D1%8F+%D0%B2%D1%8B%D0%BF%D0%BE%D0%BB%D0%BD%D0%B5%D0%BD%D0%B8%D1%8F+%D0%BF%D1%80%D0%BE%D0%B3%D1%80%D0%B0%D0%BC%D0%BC%D1%8B&l1=2&l2=1)

logic error

debugger

user manual

remark

Artificial Intelligence (AI)

machine learning

natural language processing

neural networks

to anticipate users’ needs

self-driving car

to outperform humans

speech recognition

face recognition

object

variable

component

method

message

instance

property

to redefine the property

attribute

Encapsulation

Inheritance

Abstraction

Polymorphysm

game designer

artist

game engine

framework