Programming Terminologies

1. **Algorithm**

   An **algorithm** is a set of instructions or rules designed to solve a definite problem.

2. **Program**

   A computer **program** is termed as an organized collection of instructions, which when executed perform a specific task or function.

3. **Argument**

   Argument or **arg** is a value that is passed into a command or a function.

4. **ASCII**

   American Standard Code for Information Interexchange (ASCII) is a standard that assigns letters, numbers and other characters different slots, available in the 8-bit code.

5. **Boolean**

   A **Boolean expression** or **Boolean logic** is an expression used for creating statements that are either <u>TRUE</u> or <u>FALSE</u>. Boolean expressions use <u>AND</u>, <u>OR</u>, and <u>NOT</u> operators with conditional statements in programming.

6. **Bug**

   A **bug** is a general term used to denote an unexpected error or defect in hardware or software, which causes it to malfunction.

7. **Conditionals**

   Conditionals, **conditional statements**, and **conditional expressions** are features of programming language, which help the code make a choice and result in either <u>TRUE</u> or <u>FALSE</u>.

8. **Constants**

   A **constant** is a term used to describe a value that does not change throughout the execution of the program.

9. **Data type**

   A **data type** is the classification of a particular type of data. The most common data types include <u>integer</u> type which are numbers, a <u>floating-point</u> number data type which are decimal based numbers, <u>Boolean</u> values which are TRUE or FALSE and <u>character</u> data type which is alphabets.

10. **Exception**

    A special, unexpected and anomalous condition encountered during the execution of a program is known as an **exception**.

11. **Expression**

    An **expression** is a legal grouping of letters, symbols, and numbers being used to represent the value of one or more variables.

12. **Hardcode**

    In computer programming, the term **hard code** or **hardcode** is used to describe code that is not likely to change.

13. **Loop**

    A **loop** is a sequence of instructions that repeat the same process over and over until a condition is met and it receives the order to stop.

14. **Endless loop / Infinite loop**

    An **endless loop** or **infinite loop** is a continuous repetition of a program snippet, which is everlasting.

15. Iteration

An **iteration** is a single pass through a set of operations that deal with code.

16. Keywords

Words that are reserved by a programming language or a program as they have special meaning are known as **keywords**.

17. Null

Null defines the lack of any value whatsoever.

18. Operand

An **operand** is a term used to denote the objects which can be manipulated using different operators.

19. Operator

An **operator** is a term used to denote the object which can manipulate different operands.

20. Variable

A **variable** is a location that stores temporary data within a program which can be modified, store and display whenever need.

21. Runtime

Runtime is the time period during which a program is, in fact, running on a computer.

22. Statement

In programming, a **statement** is a single line of code written legally in a programming language that expresses an action to be carried out. A **statement** might have internal components of its own, including expressions, operators and functions.

23. Syntax

Programming languages have their own set of rules on how [statements](#) can be conveyed. The set of these rules is known as **syntax**.

24. Concatenation

Concatenation is the operation of joining two entities together.