Glossary terms from Module 1
Terms and definitions from Course 2, Module 1

Argument: Information given to a function in its parentheses

Assignment: The process of storing a value in a variable

Attribute: A value associated with an object or class which is referenced by name using dot notation

Cells: The modular code input and output fields into which Jupyter Notebooks are partitioned

Class: An object's data type that bundles data and functionality together

Computer programming: The process of giving instructions to a computer to perform an action or set of actions

Data type: An attribute that describes a piece of data based on its values, its programming language, or the operations it can perform

Dot notation: How to access the methods and attributes that belong to an instance of a class

Dynamic typing: Variables that can point to objects of any data type

Explicit conversion: The process of converting a data type of an object to a required data type

Expression: A combination of numbers, symbols, or other variables that produce a result when evaluated

Float: A data type that represents numbers that contain decimals

Immutable data type: A data type in which the values can never be altered or updated

Implicit conversion: The process Python uses to automatically convert one data type to another without user involvement

Integer: A data type used to represent whole numbers without fractions

Jupyter Notebook: An open-source web application for creating and sharing documents containing live code, mathematical formulas, visualizations, and text

Keyword: A special word in a programming language that is reserved for a specific purpose and that can only be used for that purpose

Markdown: A markup language that lets the user write formatted text in a coding environment or plain-text editor

Method: A function that belongs to a class and typically performs an action or operation

Naming conventions: Consistent guidelines that describe the content, creation date, and version of a file in its name

Naming restrictions: Rules built into the syntax of a programming language

Object: An instance of a class; a fundamental building block of Python

Object-oriented programming: A programming system that is based around objects which can contain both data and code that manipulates that data

Programming languages: The words and symbols used to write instructions for computers to follow

String: A sequence of characters and punctuation that contains textual information

Syntax: The structure of code words, symbols, placement, and punctuation

Typecasting: Converting data from one type to another (see **explicit conversion**)

Variable: A named container which stores values in a reserved location in the computer's memory