* Variables

Variable is something that changes most of the time. A variable in terms of programming, often time, a value that is stored in memory for later use.

* Strings

String is a data type in programming. It represents a series of characters.

* Functions (arguments, return)

Function contains a group of 0 or more statements. Function helps in reducing repetitiveness in your code. Function, in a real world sense, can be that of a role in a company, a class environment. For example, an accountant’s function is to manage and balance the funds, a goalkeeper’s function is to stop the ball from going in the net. Function gives you an abstract idea of what it will be doing by its name, without having to go into details.

Argument: an input of some type. Argument is the actual thing passed into a function, a parameter is what the function requires being passed in.

Return: Function sometimes returns a certain thing back. Much like a soda machine, you give it some money, it gives you the soda and sometimes some money back depends on how much extra you gave it. The soda machine’s function is to take in money, sell you the soda you want, and give money back when needed. Its argument in this case is the money you give it, its return is soda and or money. You know how it works.

* if statements

Most often time when you face a dilemma you need to make a decision. Taking one decision will lead to different result than the other most of the time. In terms of programming and computer in general, an if statement indicates a decision that a computer/program has to take.

* Boolean values (true, false)

Boolean value is much like a statement, a declaration of a fact. Water is wet for example. Boolean value indicates a matter of fact for a certain thing. Is 1 < 2 , true. Is 2 = 2, true, is 1 < 1, false.