

# ALL PROGRA- MMERS DICTIONARY

Dada Sajad  
@dadacoding



# ALGORITHM

step-by-step procedure to achieve a specific goal

# API

application programming interface, is a way to communicate with another application

# ARGUMENT

value that is passed into a function when it is called

# ARRAY

a value that contains the sequence of other values

# ASSIGNMENT

that act of putting value into a variable

# BOOLEAN

is an expression used for creating statements that are either true or false

# BUG

error, flaw, failure or fault in a computer program that prevents program from running as expected

# CALL

to run a code in a function

## COMMENT

programmer-readable explanation in the source code of a program and ignored by the compiler

## COMPILER

program that convert code into executable

## CONSTANT

variable that never change its value

## CRASH

stopping of running program due to an error



## DEBUG

to investigate and fix bugs

## DECLARATION

code that declares that something exists

## DEFINITION

code that fully implements something

## EXCEPTION

a special, unexpected condition encountered during the execution of a program

# EXPRESSION

chunk of code that can be evaluated to a value

# FRAMEWORK

a set of tools put together to help you accomplish your job better and faster

# FUNCTION

piece of code that does a specific thing

# INstantiate

to create an object from a class

## LOOP

piece of code that runs itself repeatedly

## METHOD

function that is attached to a an object

## NULL

is a built-in constant that has a value of zero or represent an absence of a value

## OPERATOR

is a symbol that tells the compiler or interpreter to perform specific mathematical, relational or logical operation and produce final result

# RECURSION

a function that calls itself until a base condition is true to solve a problem

# RUN

to perform the instructions written in code

# VARIABLE

named container for a value