**Automation:** The process of replacing a manual step with one that happens automatically

**Client-side scripting language:** Primarily for web programming; the scripts are transferred from a web server to the end-user’s internet browser, then executed in the browser

**Code editors:** Tools to provide features, including syntax highlighting, automatic indentation, error checking, and autocompletion

**Computer program:** A step-by-step list of instructions that a computer follows to reach an intended goal

**Functions:** A reusable block of code that performs a specific task

**IDE:** A software application that provides comprehensive facilities for software development

**Interpreter:** The program that reads and executes code

**Input:** Information that is provided to a program by the end user

**Logic errors:** Errors in code that prevent it from running correctly

**Machine language:** Lowest-level computer language. It communicates directly with computing machines in binary code (ones and zeros)

**Object-oriented programming language:** Most coding elements are considered to be objects with configurable properties

**Output:** the end result of a task performed by a function or computer program

**Platform-specific scripting language:** Language used by system administrators on those specific platforms

**Programming:** The process of writing a program to behave in different ways

**Programming code**: A set of written computer instructions, guided by rules, using a computer programming language

**Programming languages:** Language with syntax and semantics to write computer programs

**Python:** A general purpose programming language

**Python interpreter:** Program that reads and executes Python code by translating Python code into computer instructions

**Script:** Often used to automate specific tasks

**Semantics:** The intended meaning or effect of statements, or collections of words, in both human and computer languages

**Syntax:** The rules for how each statements are constructed in both human and computer languages

**Variables:** These are used to temporarily store changeable values in programming code