**A Day in the Life of a Computer Operator/Programmer**

Programmers

System code

System programmers

Programming project

Applications programmers

Project producer

Program strategy

Program methods

Code

Error

Quality control

Technical specifications

Piece of hardware

Interface

Patch

Discrete project

Technically fluent

Continuing education

Esthetic sensibility

(Unit 2 new words and phrases)

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Academic requirements

Entry-level position

Coursework

Logic classes

Architecture classes

Compatibility

Translate into a marketable product

Whirlwind of numbers, terms and variables

Working in many modes at once

Detail-oriented

Maelstrom of acronyms

Mobility within the field

Portfolio of working programs

Freeware

Modular code

Outsourcing resources

Established programmers

Delegate work