Assignment #2  
COP-1000C  
9/12/21

Research and write definitions for the following terms:

* Hardware
* CPU
* Memory-RAM
* Memory-ROM
* C Source Code
* camelCase
* compiler
* computer language
* computer program
* Flow Chart
* Software
* Input
* Logic Error
* order of operations
* Output
* Programmer
* Pseudo Code
* Syntax Error
* Testing
* Text Editor

1. Hardware: the physical equipment that carries the electrical current required to run the computer.
2. CPU (Central Processing Unit): the chip located on the motherboard responsible for processing instructions
3. Memory (RAM – Random Access Memory): temporary data storage to store information a program requires to run
4. Memory (ROM – Read-Only Memory): permanent data storage to store information the computer requires to run (i.e., BIOS).
5. OS (Operating System): the base level software that communicates between software running on it and the hardware of the device (why is this not on your list when you support macOS).
6. Source Code (language: C): the program written with a typically high-level programming language to be fed to the language compiler and built for the architecture of the system. (C: the program that’s being written in the C programming language before being compiled into a binary for the system to run.)
7. camelCase: a case-sensitive system designed to differentiate between words in a string of letters uninterrupted; in programming, its use varies, but most programmers follow camelCase for variables/methods, and CamelCase for classes/objects. (Note the use of/lack thereof the uppercase letter in the first word).
8. Compiler: the software that translates a programming language’s code into a lower-level programming language (CPU instructions (assembly, MIPS), binary, etc.).
9. Computer Language (//Did you mean: Programming Language?): the programming language the specified program is written in (Java, Python, NodeJS, HTML/CSS/JavaScript, C++, C#, C, etc.).
10. Computer Program: a series of variables and methods strung together to create a coherent thread and run a task or calculation.
11. Flow Chart: a type of chart with lines stringing together different sections to outline a process.
12. Software: the programs, the OS, and the BIOS firmware found on a computer (see #10), also known as the tasks being run by the hardware.
13. Input: data obtained by a program
14. Logic Error: a bug found in a program that is not a fault of syntax or compiler instruction.
15. Order of Operations: the order/priority in which a mathematical equation should be carried out (see PEMDAS).
16. Output: the resulting data after the input has been processed.
17. Programmer: the person writing the code; a profession in which an individual writes source code for a program.
18. Pseudo Code: the English translation of the code in a program, typically used for planning/diagnosis.
19. Syntax Error: A grammatically incorrect programming error that causes the compiler to get confused because it’s not structured properly for translation.
20. Testing: the phase of writing a program that involves running the program and diagnosing issues that arise; fix, rinse and repeat.
21. Text Editor: a program in which a text can be edited and saved to a file, typically used to write user notes and school assignments. (Basic: Notepad, Word. IDE-style: VSCode, Notepad++).