Berklee Online
OLMSC-150
Lesson 2
Terms and Definitions

- **Break**: Command to stop a loop immediately. The program will continue running immediately after the loop.

- **Continue**: Command to skip the rest of the current iteration of the loop, jumping to the beginning of the next iteration.

- **For Loop**: A loop that's set to run a specific number of times.

- **Function**: A named block of code that can be called from elsewhere in the code. Functions take parameters as input and can return a value as their output.

- **Integration Testing**: Testing a program's overall behaviors, rather than individual functions. Often mimics how a user might interact with the program, instead of another developer.

- **Local Scope**: The variable scope that's owned by the current block of code, in other words, where the current code's variables are declared and stored.

- **Loop**: A block of code that's repeatedly executed until some condition is met

- **Parameter**: A value that's passed as input to a function, also called an argument.

- **Recursion**: The process of having a function call itself, until it reaches some base case.

- **Return Command**: Command to tell the current function that it has finished. Typically, this will take a value as well, to set the return value of the function. The rest of the function, if applicable, is skipped.

- **Return Value**: The result of the function, which can be used by the code that originally called the function.

- **Scope**: A "place" where variables can be defined. Each function gets its own, isolated scope. There are also other scopes, depending on the language, such as a globally-available one.

- **Side Effect**: Changes that a function makes, aside from working with its parameters and return values. Outputting to the screen and changing a global variable are two examples.

- **Unit Testing**: Testing code by isolating it into small pieces, often functions, then verifying the possible inputs and outputs.