**Glossary terms from module 1**

**Terms and definitions from Course 7, Module 1**

**Automation:** The use of technology to reduce human and manual effort to perform common and repetitive tasks

**Boolean data:** Data that can only be one of two values: either **True** or **False**

**Command-line interface:** A text-based user interface that uses commands to interact with the computer

**Comment:** A note programmers make about the intention behind their code

**Conditional statement:** A statement that evaluates code to determine if it meets a specified set of conditions

**Data type:** A category for a particular type of data item

**Dictionary data:** Data that consists of one or more key-value pairs

**Float data:** Data consisting of a number with a decimal point

**Integer data:** Data consisting of a number that does not include a decimal point

**Integrated development environment (IDE):** A software application for writing code that provides editing assistance and error correction tools

**Interpreter:** A computer program that translates Python code into runnable instructions line by line

**Iterative statement:** Code that repeatedly executes a set of instructions

**List data:** Data structure that consists of a collection of data in sequential form

**Loop variable:** A variable that is used to control the iterations of a loop

**Notebook:** An online interface for writing, storing, and running code

**Programming:** A process that can be used to create a specific set of instructions for a computer to execute tasks

**Set data:** Data that consists of an unordered collection of unique values

**String data:** Data consisting of an ordered sequence of characters

**Syntax:** The rules that determine what is correctly structured in a computing language

**Tuple data:** Data structure that consists of a collection of data that cannot be changed

**Type error:** An error that results from using the wrong data type

**Variable:** A container that stores data

Mark as completed