



## Computing

### Glossary of terms

Abstraction	Removing unnecessary coding to allow the program to run more smoothly.
Algorithms	sets of instructions required to make something happen
Boolean	A variable whose value can only be true or false.
Browser	A computer program used to access the world wide web.
Bug	An error in an algorithm.
Code	See program
Computer	A device that takes input, process it, then produces output.
Condition	Something that is either true or false
Data	Numbers that represent images, video, text and sound.
Decomposition	Breaking a task into sections, then working out the steps required to complete each section.
Debugging	The process involved in finding out why an <b>algorithm</b> does not result in the intended action and correcting this
Digital devices	<p>These include any electronic items which processes input and produce output according to a stored program, such as:</p> <p><a href="#">Programmable toys</a> (e.g. Bee-Bots, ProBots and Roamer)</p> <p>Recording devices (e.g. cameras, video cameras, EasiSpeak microphones, sound buttons)</p> <p>Mobile devices (e.g. iPads, iPods, tablets)</p> <p>Computers, including laptops, desktops and servers (although technically all of these digital devices are types of computers).</p>
Evaluation	Is this good? Can it be improved?
function	A set of commands in computer programs that are grouped together and given a name so that they can be used moer than once in a program.
Generalisation	Adapting solutions already found to solve new problems.
Hardware	The device used to run a program (e.g. laptops/desk tops/tablets and peripheral or external hardware such as printers).
Hub	A device that joins a group of computers together.
HTML	Hyper text markup language: the code used to create and lay out web pages

Information	Data process and or presented to users in a meaningful way.
Input/inputting	The information being entered into a digital device.
Internet	A network of connected computers.
Loop	The instruction the programmer uses to tell the computer how many times to repeat a set of instructions, e.g. "10 times" or "forever". This is also known as repetition.
Network	A group of computers that are connected (including the internet)
Output	The resulting action of input on a stored program.
Patterns	can help to find and fix problems in computing with minimal difficulty. They can help you recreate code quickly by spotting similarities.
Predicting	use prior knowledge of similar situations and predict what will happen. In programming, pupils use their predictions to support their creation of an algorithm. If their prediction does not result in the action they had intended, they will need to debug.
Programming	The entering of the algorithm into a digital device. This may be by pressing a predetermined sequence of buttons (e.g. a <a href="#">Bee-Bot</a> or a microwave), dragging and dropping icons (e.g. <a href="#">Scratch</a> ) or typing programming language commands into a computer.
Remix	Using a project then changing it by adding, removing or changing parts of it to make it a new or unique project
Repetition	Is doing the same instruction over and over again. the programmer needs to tell the computer how many times to repeat or command it to repeat a set of instructions "forever". This is also known as a loop.
Search	Finding data that satisfies a condition.
Selection	Making choices as a programmer to navigate the effects resulting from a variety of actions within the program, e.g. "if...then..."
Sequence	The way programs follow a step by step process
Simulate	Using computers to imitate real world scenarios
Software	Computer programs and applications (apps)
Terminal	This refers to the user screen which programmers use to "interface" or input commands to a program.
Tinkering	Experimenting with existing programs.
Variables	The variable consists of a value that can change upon the information received by the program. The use of variables

	allows the programmer to store, change and access the information as the program runs.
Website	A collection of web pages.
Wired	Devices that are connected using wires.
Wireless	Devices that are connected without wires or cables. They connect via radio waves.
World Wide Web	A service provided by computers connected to the internet in which pages are transmitted to users.