# Unit 3 Vocabulary

## Intro to Programming




**Match the terms on the right with the definitions below.**

| Term | Definition |
|---|---|
| | The action of doing something over and over again. |
| | data that are sent to a computer for processing by a program |
| | Resulting from an action; it supplies input data to a program i.e. key press, mouse click, mouseover, etc.) |
| | any data that are sent from a program to a device. |
| | program statements run in order, from top to bottom |
| | Finding and fixing problems in an algorithm or program. |
| | some program statements run when triggered by an event, like a mouse click or a key press |
| | the inputs and outputs that allow a user to interact with a piece of software; consists of buttons, menus, images, text, and graphics. |
| | An agreed-upon set of rules that specify the behavior of some system |
| | A collection of commands or algorithm that have been coded into something that can be run by a machine one at a time. |

USER INTERFACE

INPUT

OUTPUT

EVENT DRIVEN PROGRAMMING

PROGRAM

DEBUGGING

PROTOCOL

EVENT

LOOP

SEQUENTIAL PROGRAMMING

LIVEWORKSHEETS