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