

Q4-G7-Coding

Final Revision

What is the computer science term?

1. A list of steps to finish a task is called:
2. Part of a program that does not work correctly.
3. Finding and fixing problems in an algorithm or program.
4. Putting commands in correct order so computers can read the commands.
5. The action of doing something over and over again.
6. An algorithm that has been coded into something that can be run by a machine.
7. An action that causes something to happen.
8. A graphic on the screen with a location, size, and appearance.
9. An action that a sprite performs continuously until it's told to stop.
10. An instruction for the computer. Many commands put together make up algorithms and computer programs.
11. Something a program checks to see if it is true before allowing an action.
12. Statements that only run under certain conditions.

13. A loop that continues to repeat as long as a condition is true.
14. A command that tells you to do something only up to the point that something becomes true.
15. A piece of code that you can easily call over and over again.
16. A label for a piece of information used in a program.
17. A message on the computer screen that waits for input from the user.
18. Telling the computer to run a function and follow the instructions inside it.
19. Make a new set of instructions and give it a name so the computer can use it later.
20. A block used to increase or decrease the value of a variable while the game is running.
21. A block used to give a variable a specific value at the start of the game or during the program.
22. A block or command used to display text, numbers, or messages on the screen.
23. A block used to ask the user a question and get an answer from them.
24. A block used to make decisions in a program by checking a condition.
25. A block used to run a set of instructions again and again for a specific number of times.

26. A block used to keep running instructions until a condition becomes true.
27. A block used to keep running a set of instructions as long as a condition is true.
28. It helps you organize your code and avoid repeating the same instructions by using a single reusable block.
29. It is used to run a set of instructions when the if condition is not true.
30. They are used to store information (like scores, names, or numbers) so it can change and be used later in the program.

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