English & Programming Activities

1) Read the phrases and highlight the words you understand better. Then try to infer the meaning of it as a whole.

a - I used the quicksort algorithm to sort the array alphabetically.

b - There must be a bug because the output is wrong.

c - I wrote a new feature, and ran the code to check that it works.

d - Block-based programming can be easier to learn than traditional text-based programming languages, like Python or Java.

e - When bugs are discovered, software bugs are fixed by running software patches, and resolvable hardware bugs are fixed with firmware updates and drivers.

f - With computer programming, a condition is the state of something in the program that's true or false.

g - An error is a message shown to the user of a program to let them know something went wrong. A bug is a problem in the code that caused the error.

2) Complete the sentences with programming vocabulary.

a - Programming is writing _____ (a set of instructions) to be interpreted and executed by a _____ or another electronic device.

b - Data-flow _____ is a technique used by s_____ engineers to _____ the way values of variables change over t___ as a program is executed.

c - _____ tracking, also known as issue _____, is a part of the software _____ process.

d - A deductive _____ is a database _____ that makes conclusions about its data based on a set of well-defined rules and facts.

e - Batch _____ are often used to help load programs, run multiple processes at a time, and perform common or repetitive tasks.