Glossary

Algorithm: A precise set of ordered steps that can be followed by a human or a computer to achieve a task.

Attribute (property): A word or a phrase that can be used to describe an **object** such as its colour, size, or price.

Browser: SEE: Web browser

Code: The **commands** that a **computer** can run.

Code snippet: A section of a program viewed in isolation.

Command: A single instruction that can be used in a program to control a computer.

Computer: A **programmable** machine that accepts and **processes inputs** and produces **outputs** (input, process, output; IPO).

Computer network: A group of interconnected computing devices.

Computer system: A combination of **hardware** and **software** that can have **data input** to it, which it then **processes** and **outputs**. It can be **programmed** to perform a variety of tasks.

Condition: A statement that can be either True or False.

Condition-controlled loop: SEE: Loop (condition-controlled).

Count-controlled loop: SEE: Loop (count-controlled).

Data: A letter, word, number etc. that has been collected for a purpose, but **stored** without context.

Data set: A collection of related **data**.

Debugging: The process of finding and correcting errors in a **program**.

Decompose: To break down a task into smaller, more achievable steps.

Digital device: A computer or a device with a computer inside that has been programmed for a specific task.

Domain name: The part of a **website's URL** that is user friendly and identifies that it is under the control of a particular person or organisation e.g. raspberrypi.org.

Execute (run): SEE: Run

Hardware: The physical parts of a **computer system**.

HTML (HyperText Markup Language): A standardised language used to define the structure of **web pages**.

Hyperlink: (Also: link, weblink) Text or media that when clicked, takes the user to another specified location (**URL**).

Infinite loop: SEE: Loop (infinite).

Information: **Data** put into a context that provides meaning.

Information technology: The study, use, and development of **computer systems** for storing, processing, retrieving, and sending information.

Input: **Data** that is sent to a **program** to be **processed**.

Input device: A piece of **hardware** used to control, or send **data** to, a **computer**.

Internet: The global system of interconnected **computer networks**.

Loop: (**Count-controlled, condition-controlled**, or **infinite**) **Commands** that repeatedly **run** a defined section of **code**.

Loop (condition-controlled): A **command** that repeatedly **runs** a defined section of **code** until a **condition** is met.

Loop (count-controlled): A **command** that repeatedly **runs** a defined section of **code** a predefined number of times.

Loop (infinite): A **command** that repeatedly **runs** a defined section of **code** indefinitely.

Network: SEE: Computer network

Object: Something that can be named and has other **attributes (properties)**, which can be labelled.

Object: Something that is uniquely identifiable and has **attributes**.

Output: The result of **data processed** by a **computer**.

Output device: A piece of **hardware** that is controlled by **outputs** from a **computer**.

Procedure: A named set of **commands** that can be called multiple times throughout a **program**. This type of **subroutine** does not return a value.

Process: A **program**, or part of a **program**, that is running on a **computer**.

Program: A set of ordered **commands** that can be **run** by a **computer** to complete a task.

Property (attribute): A word or a phrase that can be used to describe an object such as its colour, size, or price.

Repetition: Part of a **program** where one or more **commands** are **run** multiple times in a **loop**.

Router: A device that manages the flow of data between **computer networks**.

Run (execute): To action the **commands** in a **program**.

Selection: Part of a **program** where if a **condition** is met, then a set of **commands** is **run**.

Server: A networked **computer** that manages, **stores**, and provides **data** such as files to other computers.

Software: The **programs** used to control **computers** and perform specific tasks.

Stored (data): **Data** kept digitally so that it can be accessed by a computer.

Subroutine: A named sequence of **commands** designed to perform a specific task.

Switch (network switch): A device that manages the flow of **data packets** within a **computer network**.

Technology: The use of scientific knowledge for practical purposes.

URL (Uniform Resource Locator): The address of a file on the **internet**.

Variable: A named piece of **data** (often a number or text) **stored** in a computer's memory, which can be accessed and changed by a **computer program**.

Web: SEE: WWW (World Wide Web).

Web address: SEE: URL (Uniform Resource Locator).

Web browser: A **program** used to view, navigate, and interact with **web pages**.

Web page: A **HTML** document viewed using a **web browser**.

Website: A collection of interlinked **web pages**, stored under a single **domain**.

WiFi: A technology that allows devices to wirelessly access a **network** and transfer **data**.

WAP (Wireless Access Point): A network device that allows wireless computing devices to connect to a wired **network**.

WWW (World Wide Web): A service provided via **the internet** that allows access to **web pages** and other shared files.