PROGRAMMING

Programming key terms

Sequence	Instructions carried out one after another, in order.
Selection	A decision in a program, for example if... then... else.
Iteration	Repeating instructions, using a loop.
Variable	A named place in memory that stores a value which can change.
Function	A named block of code that can be reused.
Syntax error	Breaks the rules of the language, so the program will not run.
Logic error	The program runs but gives the wrong result.
Debugging	Finding and fixing errors in a program.